An Unofficial Sourcebook for
the Doctor Who Roleplaying Game

The Dalek Empire

Revised Edition, January 2019

Acknowledgements

I want to express my gratitude to everyone who has gone before me, both at Cubicle 7 and the DWAITAS forum (particularly those mad geniuses behind the ExtraCanonical sourcebooks), for the inspiration. I came to this project during a pretty dark time in my life, and it's helped keep me (reasonably) sane. Thank you from the bottom of my heart. I hope you enjoy this and take it as the tribute it was intended to be.

Dedications

To my mum, for her unwavering faith in me, and to Carrie, for giving me the courage to start writing again.

To Terry Nation, Ray Cusick and David Whittaker; the fathers of the Daleks.

To Verity Lambert and Sidney Newman, who saw their potential.

To Peter Hawkins, David Graham, Roy Skelton, Michael Wisher and Nicholas Briggs, for giving them voice.

To John Scott Martin, Cy Town, Nic Evans, Peter Murphy, Robert Jewell, and everyone else who gave their sweat to bring the Daleks to twitching, gliding life.

To Cavan Scott, fellow Dalek fan and all-around good guy.

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Author's Introduction

I love the Daleks. I've been fascinated by them ever since they first terrified me on a black and white TV screen in the 1960's, while I cowered behind the safety of a cushion on a sofa in Leamington Spa. It's long been a dream of mine to do an Expanded Universe sourcebook on the Daleks, but it was only after the I read the superb ExtraCanonical Sourcebooks for the Doctor Who Role-Playing Game that I really believed it was something I could do (if you haven't seen these yet, go to www.siskoid.com/ExpandedWho/index.html and feast your eyes!) There have been plenty of times when I thought I was mad for trying it, but it's an inspired madness, and I've had a blast doing this, my love letter to the Daleks.

Text Conventions

Most of this sourcebook is written as an "in universe" document because, frankly, it's more fun to write that way. Think of it as a Time Agency briefing document, or perhaps a post-Time War revision to the Time Lord publication *The Dalek Problem: A Symposium*, by Professor Qualenawitvanastech (from the FASA Doctor Who Roleplaying Game, if you're wondering). Where there's game information other than stats, it's separated from the main text and marked with "**NOTE:**".

Spoiler Warning

This book includes a lengthy discussion on Dalek history, their opponents, weapons, and technology. As such, it is littered with spoilers. If you want to avoid spoilers, this book probably isn't for you!

A Note on Sources

In working on this sourcebook I've attempted to make it as complete as possible, but I expect the reader will have access to the Doctor Who Roleplaying Game and the official sourcebooks from Cubicle 7, and have included page references for the convenience of the reader. On occasion, this book differs from the official version where I think there's extracanonical evidence to justify it. You'll notice, for example, that some of the Daleks in this book have enhanced vision, because we've seen them use it on TV and in the novels. Feel free to ignore these tweaks as you see fit. It's your game, after all.

Occasionally, I've just plain made stuff up. As an example, I've put several Dalek cities on Skaro, because it seems rather odd that a species as successful and numerous and the Daleks would have only one city, and having multiple cities helps iron out some continuity issues. Where I've done this, I've marked it as either "Pure Invention!" or "Speculation". The latter means there's supporting evidence for it, the former means I just thought it was cool and couldn't help myself. Again, feel free to ignore these.

A Note on Canonicity

In the tradition of the Extra-Canonical Sourcebooks for the Doctors, this sourcebook includes material from TV stories, movies, comic strips, novels and novelisations, sweet cigarette cards, audio dramas, stage shows and the odd fan videos. As far as I'm concerned, *everything* is canon. Naturally, there are areas where stories contradict each other, or where they are just plain silly. Where this occurs, I have indulged in some "massaging" of the facts.

In some cases, contradictions are embraced as the results of the Last Great Time War, while other events are slightly modified, shifted slightly in history, or identified as being part of a secondary timeline. Very occasionally I've just plain ignored something that's not really significant in the Dalek story as a whole. If this bothers you, try thinking about it as the difference between history as it occurs and the often-inaccurate way it is reported centuries after the fact. Or maybe it's just a bit wibbley-wobbley, timey-wimey…

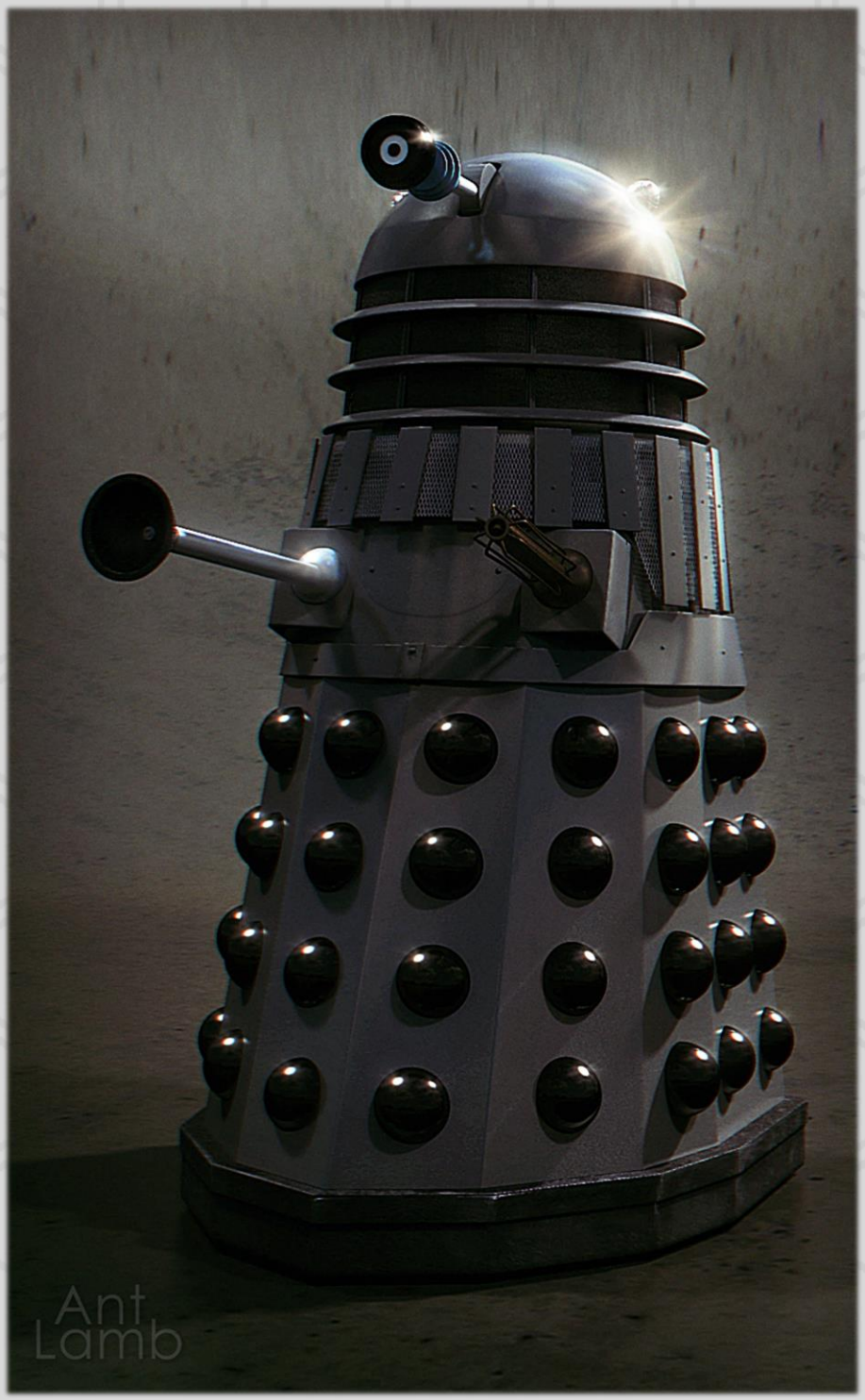
When amending some information, I've considered the intended audience, so that material clearly intended for younger children can more easily been seen as a simplified and romanticised rendition of events, whereas material intended for a more sophisticated older audience is regarded as more accurate. Your view may vary,

and should you disagree with my choices, please feel free to create your own chronicle of Dalek History. It is, after all, part of the fun of being a fan!

The Daleks are waiting…

Chris Halliday,

Bristol, 2019



Chapter 1: Introduction

Dalek. The very word sounds strange, metallic, hostile. Even without its associated history it creates a feeling of unease, of fear. No other word has conjured such terror, such revulsion and hatred. In the lexicons of millions of species across billions of worlds it is a synonym for death, destruction, and ruthless, implacable hatred.

It is the word for **Genocide**.

Overview

Throughout the entire history of the universe no species has caused greater death and destruction, or inspired more fear and hatred, than the Daleks. From their very beginnings, born in the heart of a thousand-year race war, the Daleks have been the personification of murder, governed and motivated by a near psychotic hatred of anything unlike themselves.

At first glance, a Dalek may be easy to underestimate by those unaware of their true nature. They appear robotic, an armoured unit of impractical design, easy to evade and defeat. The truth is far more unpleasant. The metallic body of a Dalek is a sophisticated cybernetic battle-shell, crammed with advanced technology that makes the horrifically mutated creature inside almost indestructible, capable of surviving unshielded travel through the vortex or the heat and impact of atmospheric re-entry. The primary weapon of the armoured shell is a directed energy weapon of awesome destructive power, bringing an agonising death to anything it strikes. In later generations this weapon is supplemented with a wide variety of defensive and offensive systems, including force shields and virus projectors. The survival systems of the battle-shell make the Dalek the equal of almost any environment, and the built-in anti-gravitational technology allows them limited flight and the ability to easily navigate any terrain despite their unwieldy appearance. Sophisticated cybernetic links integrate the mutant creature with the Dalek command network and allow it to interface with and control computer systems. The apparently crude manipulator arm is surprisingly powerful and dextrous, capable of directly interfacing with Dalek or alien technology, crushing a human skull, or draining the brain within of all knowledge. Everything about the Dalek shell is designed to perpetuate their insane war against the universe.

Even without its battle-shell, the Dalek mutant is a killer. Unrelentingly hostile, cruel, and intelligent, the mutant can survive an Earth-like environment without its life-support systems for a considerable amount of time and is far more mobile than one would assume a creature that is little more than a tentacular brain to be. Some Dalek creatures, notably those of Davros's “Imperial Faction”, are augmented with prosthetic limbs and neural interfaces, while others can deliver a toxic sting.

However, it is not their advanced technology, weaponry or even biology that makes the Daleks one of the most dangerous threats the universe has ever faced. Instead it is their philosophy of genocide; their murderous disregard for anything other than Dalek life and their fanatical belief in their own superiority. They are born without any ability to feel compassion or pity, mercy, or remorse. They have no conscience and are

motivated only by hate, fear, and an implacable belief that they are the superior creatures in the Universe. They have no morality and no limits to what they will do in pursuit of their goal of total universal domination, and an insatiable desire to conquer and destroy all who stand in their way. They cannot be reasoned with and recognise no power as superior to themselves. Daleks have no use for anything that does not further their goals of conquest; they have no art or culture, no individual identities, or personal ambitions.

Products of one of the greatest minds in the universe, the Daleks are master scientists and engineers. Through centuries of conquest and the assimilation of stolen knowledge, the Daleks have risen to become one of the most technologically advanced races in the universe, capable of rivalling the power of the Time Lords themselves. Though a vastly superior military force, the Daleks often eschew brute force and firepower when wasteful and instead exercise remarkable cunning and deviousness for a race renowned for their predictability and reliance on logic. Indeed, their plans have often exhibited an almost pathological complexity and a deep understanding of human nature.

Supremely pragmatic, the Daleks are free from almost all emotion except aggression and xenophobia. When facing defeat, they will either sacrifice themselves to gain a tactical advantage, or retreat and reconsider. Frequently they will entirely discard a plan once it has been defeated and come up with an entirely new scheme of evil, allowing their enemies some respite. While the Daleks have been defeated time after time, they remain a constant threat to life and civilisation. Always they survive, to wage war once again. No matter how complete their destruction might seem to be, something of them always remains, somewhere in space and time, rebuilding, plotting, scheming, and hating, waiting to rise up once more and take their rightful place as the supreme beings of the universe.

CULTURE

Products of genetic engineering and indoctrination, Daleks have virtually no individuality, eschewing even personal names, and are conditioned to obey the orders of their superiors without question. They have no obvious emotions other than rage and hatred and are driven by an overriding belief in their superiority over all other life in the universe. Dalek communication is characterised by the giving and receiving of orders and information, the repetition of goals and frequent battle-chants, all of which appears to be designed to reinforce the Daleks unity of purpose. Individual Daleks, while highly intelligent, consider themselves expendable in the service of the race. They have no fear of death except where it might hinder the goals of the race.

The Dalek race is the concept of manifest destiny writ large. They have an unquestioning belief in the superiority of their species and their right to dominate the universe, and eventually to eradicate all non-Dalek sapient life. This belief makes them extremely resilient. No matter how badly they are defeated, and their plans disrupted, no matter what losses they take, the Daleks endure. They always survive and find a way to return in strength. From the brink of extinction after the end to the Last great Time War, they have rebuilt an empire. No other species, except for humanity, has proven so indomitable.

Their hatred of other life-forms makes them highly aggressive, and Daleks have sometimes been seen struggling to resist the urge to kill when it is necessary to take prisoners. Other sapient species are considered purely by their potential value as slaves, sources of technological resource, or possible threat. The main Dalek response is to enslave what is useful and exterminate anything else.

It is virtually impossible to negotiate or reason with a Dalek. By any reasonable definition as a species they are homicidally insane, single-minded, and utterly ruthless. Daleks are almost completely immune to intimidation, with only the Doctor able to inspire the smallest fraction of fear in them[1]. Dalek beliefs appear to be reinforced through the PathWeb[2], the command network to which all Daleks are connected, and via the cortex vault, a memory storage device in every Dalek that filters out thoughts and concepts that conflict with Dalek ideologies[3].

At different points in their history, the Daleks have also demonstrated an obsession with the relative purity of their gene-pool. While they have experimented with re-engineering their own genetic sequence through the addition of traits carefully chosen from a variety of life-forms[4], Daleks have a very limited tolerance for deviation from the Dalek norm, with at one Dalek civil war being triggered over Davros's re-engineering of

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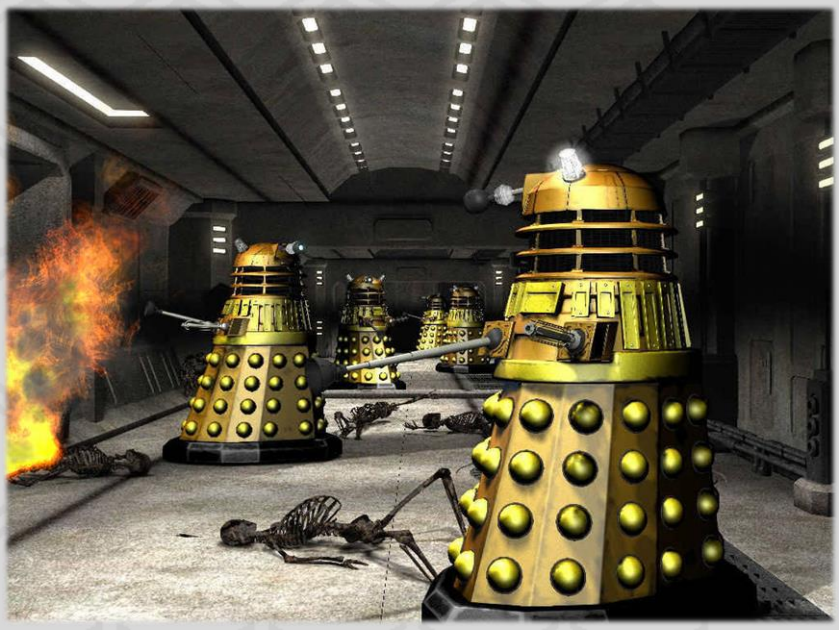
1 *Bad Wolf,* TV, BBC
2 *Asylum of the Daleks*, TV, BBC
3 *Into the Dalek*, TV, BBC
4 *The Dogs of Doom*, Comic strip, Doctor Who Weekly

the Dalek genome[5].

Though Daleks are frequently thought of as unimaginative slaves to logic, they are brilliant scientists and technological innovators, advancing from a planet-bound species on a dying world to a galactic superpower in only a few hundred years. Dalek society is entirely based on war and scientific advancement. They create no art, music, or literature. Curiously, they have been known to create giant monuments in their own form on Skaro and conquered worlds[6], but this may be a form of psychological warfare designed to intimidate slave populations and remind them of their place as conquered species.



Highly militaristic, the Daleks are the living embodiment of the concept of "total war". Their entire culture is organised around the concept of conquest. There are no Dalek civilians or society; there is only the Dalek war machine, and nothing else. The Daleks do recognise that such things exist for other species, but these are simply weaknesses to be exploited. The Daleks have proven highly adept at manipulating other species covertly, using their desire for peace and security against them.

Though the Daleks have a reputation for using brute force solutions to any problem, they are capable of great subtlety and cunning. In times when their numbers are few they have proven themselves masters of unconventional warfare, using tactics such fomenting war amongst other species to make them easier to conquer later. Past actions by the species have included staging a massive invasion of the galaxy simply to conceal their attempt to take control of the Earth Alliance's *Project Infinity* in the 42nd Century[7], creating weaponised toy Daleks[8], and creating a computer game that allowed human children to unknowingly remotely pilot Dalek attack ships in the service of their empire[9].

Despite their tactical genius, the Daleks are supreme pragmatists. When possible, their favoured tactic is an overwhelming assault, allowing them to crush all resistance as soon as possible. Dalek invasion forces will first neutralise any orbital defence forces, then target air-to-space ground installations with heavy bombardment from orbit before attacking major cities and government command centres. Once any coordinated resistance has been quelled, the Daleks establish bridgeheads, process the survivors for slave labour and begin stripping the planet of resources and useful technology. If the species is suitable for robotization, it is quite possible for the Daleks to conquer a world without the surviving populace ever seeing a Dalek.

Daleks have no rules of engagement, nor do they recognise any form of honour, mercy, or morality as anything other than weaknesses to be exploited. They value only what benefits their species. They will slaughter entire populations, eradicate whole species, if that serves their purpose. The Daleks understand the impact deaths have on others of the target species and will employ a barrage of deaths and screaming

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5 *Remembrance of the Daleks,* TV, BBC
6 *Asylum of the Daleks,* TV, BBC
7 *Dalek Empire: Project Infinity*, Audio, Big Finish Productions
8 *Renaissance of the Daleks*, Audio, Big Finish Productions
9 *We are the Daleks*, Audio, Big Finish Productions

demands for surrender to prevent enemy leadership form being able to formulate any kind of response except capitulation. Often, the Daleks will take hostages to ensure cooperation from a target population, exterminating large numbers in reprisal for acts of resistance. If they encounter resistance, the Daleks simply conduct mass executions without warning, broadcasting the deaths until the resistance stops[10].

It has been said that Daleks enjoy killing, but this is not strictly true. The Daleks do have emotions of a sort, but it is unlikely they experience anything as human or understandable as enjoyment. A Dalek kills in the same way humans swat a fly; it is a function, a necessary act with no attached morality or value to the Dalek. If a Dalek experiences anything from killing, it is probably something akin to the satisfaction of a job well done.

Daleks rarely communicate with the forces of an invaded planet, other than to broadcast threats as a form of psychological warfare. They are not interested in discussion and will only negotiate when faced with a superior force, and then only as a delaying tactic until they can regain a position of strength. The Daleks do not recognise differences between cultures except as something to be exploited, and only consider individuals by their potential as a threat or their value to the Empire as a slave.

Once a planet has been stripped of all available resources, the Daleks move on. If a planet has strategic importance they will leave a garrison behind, otherwise they will exterminate the remnants of the population and depart, leaving behind a dead world.

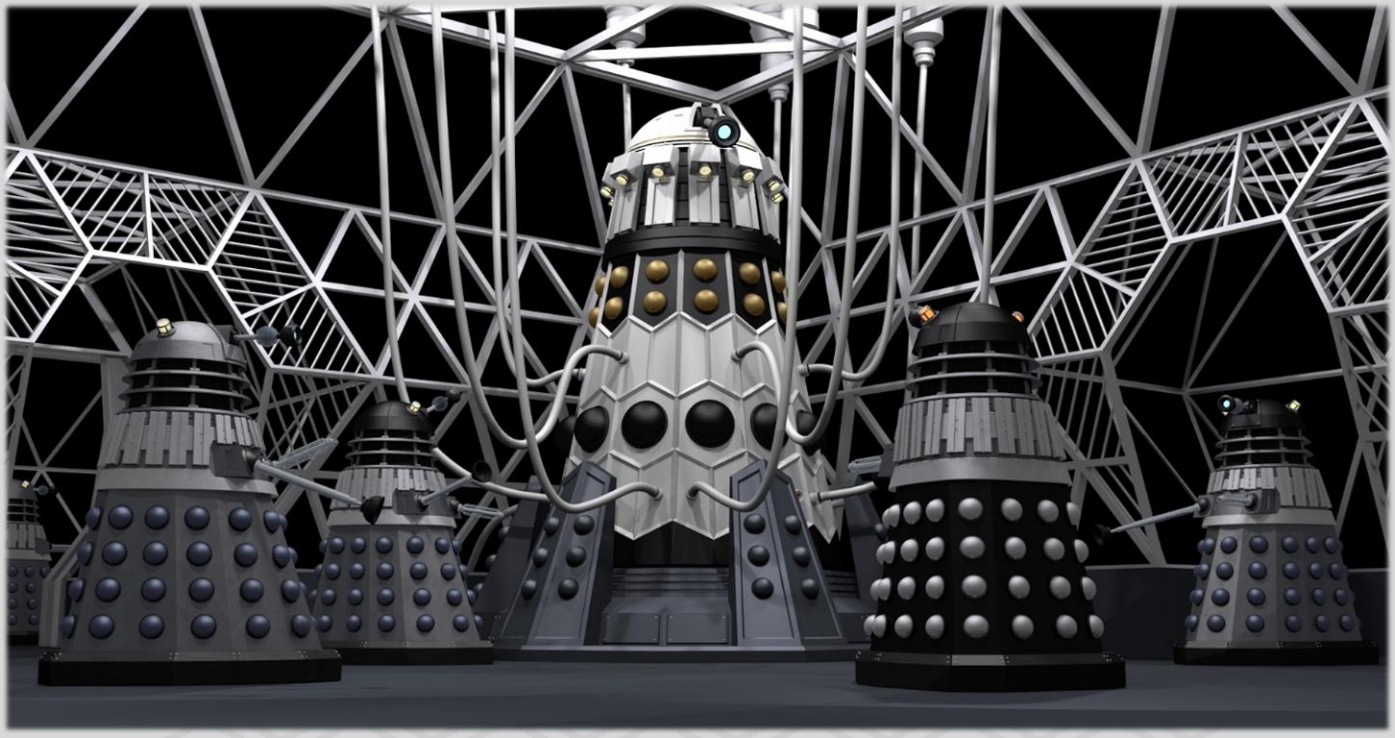
Hierarchy

Daleks have no social structure that would be recognised by other species; as a race dedicated to total war, they have a military hierarchy instead. This has evolved over time, as the needs of the species and the Empire have changed.

Initially, the Daleks recognised seniority by superior experience. The first cadre of Daleks took and followed the orders of the first of them to be created, designating it the Dalek Prime. Over time this role became more and more specialised, requiring genetic and cybernetic adaptations to be made to the mutant to enable it to more effectively coordinate operations. Interim command levels were introduced as the Dalek population increased; first a lieutenant in the form of the Dalek Supreme, then sub-commanders in the form of the Dalek Elites. Later, additional Supreme Daleks were chosen from the Elites to create the Supreme Council, to whom matters of strategy and logistics not requiring the Dalek Prime's direct attention could be delegated.

Eventually the Empire became too widespread and complex for the Dalek Prime to adequately control in its current form. To address this, the Emperor casing was created; a vast static casing directly linked to the command and control systems of the entire Dalek Empire. The Dalek Prime, having expanded its cerebral capacity with drugs, genetic alteration, and cyber-surgery, was transferred to the casing to become the central node in the Empire's command network.

[10] *Destiny of the Daleks*, TV, BBC



The original Dalek Prime was eventually destroyed during the first Dalek civil war during a firefight in the Imperial Throne Room between the humanised Daleks and the Imperial Guard, though its consciousness and memories were successfully downloaded into a new body. Since that time there have been several Emperors elevated from the ranks of the Supreme Council, augmented with additional cyber surgery, and their mind supplemented with the cumulative consciousness and experience of each previous Emperor. The title of Dalek Prime has become interchangeable with that of Dalek Emperor. As a rule of thumb though, Prime is its designation and Emperor its function.

Most Dalek Emperors since the first Dalek civil war have favoured large static casings that allow them direct control of all Dalek operations, though this has conversely led to security problems. The Kalendorf Stratagem, for example, reversed the successful Dalek occupation of the Mutter's Spiral galaxy and destroyed billions of Daleks through the psychic subversion of the Imperial command override. With the Emperor plugged directly into the Command Net and possessing full security override access, there was no way for the Daleks to resist Kalendorf's psionic attack, resulting in a defeat that drove the Daleks back to the Seriphia galaxy and set their plans back almost two thousand years.

During the Time War with Gallifrey the Dalek Emperor was encased in a more secure static shell that left the mutant inside visible but heavily defended against conventional and temporal attack. It had no obvious offensive weapons but was protected by the most advanced armour and force-fields, and was surrounded by a cadre of Imperial Guard Daleks.

During the Time War the Dalek Prime created several "Puppet Emperors", each imprinted with a copy of its mind and memories in case of a decisive temporal strike against Skaro[11]. At least one of these survived the final battle for Gallifrey, was driven insane by its experiences and by being separated from the Dalek PathWeb, and declared itself the God of all Daleks. Before being reduced to ash by the human Rose Tyler while she was in possession of the power of the time vortex[12]. Another Emperor was encountered by a Thal military expedition to the Quadrille system, controlling a biological research and testing facility[13]. Whether any other Emperors, or even the Dalek Prime itself, also survived remains to be seen.

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[11] Speculation

[12] *The Parting of the Ways*, TV, BBC

[13] *The Dalek Factor*, Novella, Telos Publishing

In the post-Time War era, the New Paradigm Dalek command class used the Eye of Time to create an alternate timeline in which they installed a new Emperor on Skaro using a spare Time War Emperor's casing, but these events were erased when the eleventh Doctor intervened and released the Eye back into the Vortex[14]. In a second aborted timeline the New Paradigm Daleks invaded Earth in 2106 and installed a new Emperor on their flagship in a highly advanced casing, but these events too were undone by the eleventh Doctor and the time-travelling archaeologist, Professor River Song[15].

It is currently unknown if the Daleks have a new Emperor, and if so, what form it takes.

PathWeb

The PathWeb, also known as the Dalek command network[16] is the communal intelligence of the Daleks, containing the sum of their history and experiences. It functions as an artificial telepathic link between Daleks rather than a true hive mind. The Dalek Emperor is a central node in the PathWeb and has unrestricted access to totality of Dalek information, making it one of the most powerful supercomputers in the cosmos (believed by some to be greater than even the Matrix on Gallifrey[17])

The PathWeb is heavily encrypted and defended against intrusion, but can be hacked from within. During the Dalek invasion of Mutter's Spiral from the Seriphia galaxy in the 42nd Century, when the personality of "Angel of Mercy" Susan Mendes was dominated by the consciousness of the Dalek Emperor, Kalendorf was able to activate a post-hypnotic psychic death pulse in the mind of the Emperor. The death pulse then propagated throughout the Dalek Empire using the imperial access codes and destroyed every piece of Dalek technology in the galaxy, causing the Great Catastrophe[18].

The human Oswin Oswald, converted into a Dalek by exposure to a nanogene cloud, was able to use her access to the PathWeb to delete all information on the Doctor, resulting in the Daleks forgetting him. However, the Daleks soon undid her work after regaining their knowledge of the Doctor from Tasha Lem during the siege of Trenzalore.

Biology

The Kaled mutant (fundamental DNA type 467-989) inside every Dalek closely resembles a terrestrial octopus. It is boneless, little more than a large sickly grey-green pulsing brain, with a single eye and several short, stubby tentacles. Their physiology is extremely simple, and they possess no mouth or digestive system, their nutrition and waste processes being handled by the life support systems of the battle-shell. Despite being genetically engineered there do remain some differences between individuals; some Kaled mutants manifest vestigial elements from earlier in their evolutionary history, such as withered secondary eyes,

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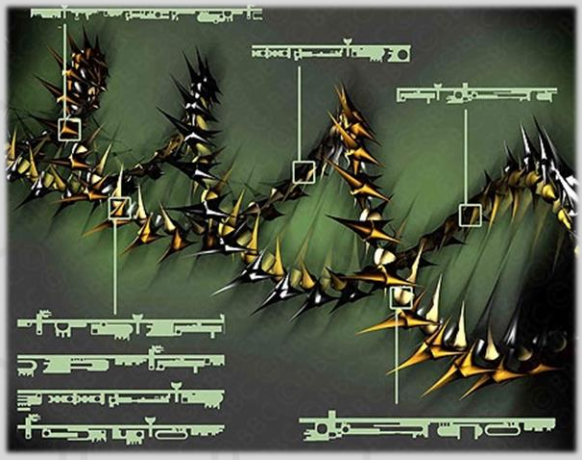
14 *City of the Daleks*, Video game, BBC
15 *The Eternity Clock*, Video game, BBC
16 *Jubilee*, Audio, Big Finish Productions
17 *Twice upon a Time*, TV, BBC
18 *Dalek Empire 2: Dalek War*, Audio, Big Finish Productions

clawed hands[19], a poisonous sting or longer and more muscular tentacles[20].



As an engineered species, there is very little that is natural about a Kaled mutant. They do not sleep except for periods of enforced dormancy when they are not immediately required, their nutrition and waste processes are taken care of by the life-support systems of their casings, and their reproduction takes place in procreation centres, where they are produced in vast batches via cloning tanks. Even death by natural causes has been engineered out of the Dalek genome; functionally immortal, individual Daleks can live for thousands of years before accumulated mutations deteriorate their bodies into a kind of living biological sludge of disassociated cells. Vast masses of this predatory immortal cell matter can be found beneath every long-established Dalek city. It is perhaps an ironic coincidence that the Kaled words for "sewer" and "graveyard" are the same[21].

Despite their apparent weakness and reliance on the systems of their battle-shells, Kaled mutants are so instinctively aggressive that they will attack even while in their embryonic stage, before being decanted into a casing[22]. While they appear fragile, their cellular processes are as aggressive as the Daleks themselves, with robust immune systems and rapid healing from injury. The mutants were engineered to thrive in hostile, toxic environments and may even require radiation levels that would kill other species[23].

Though the Daleks are obsessed with racial purity for much of their history, they are not above creating genetically enhanced individuals to fulfil specialised functions, such as the Reconnaissance Dalek[24], the Dalek Time Controller[25] and the Dalek Emperors.

Kaled mutants are voiceless, all vocalisation being performed by the battle-shell. In some eras, the vocalisation unit restricted Dalek speech to conform with their strictly limited ideology, eliminating such concepts as friendship and empathy[26].

Though the Daleks have an engineered imperative to further the survival of their species above all else, they have on rare occasions re-engineered other humanoid species into forms resembling Kaled mutants in to boost their numbers. Such events only take place after great set-backs, when the total Dalek population is perilously small. This process was first undertaken by Davros on Necros, during his first experiments with what would become the Imperial Dalek Faction, but was refined and exploited by the Daleks from the Seriphia galaxy in 67th Century, after the catastrophic defeat of their forces by Kalendorf and the weaponised consciousness of Susan Mendes in the 42nd Century[27].

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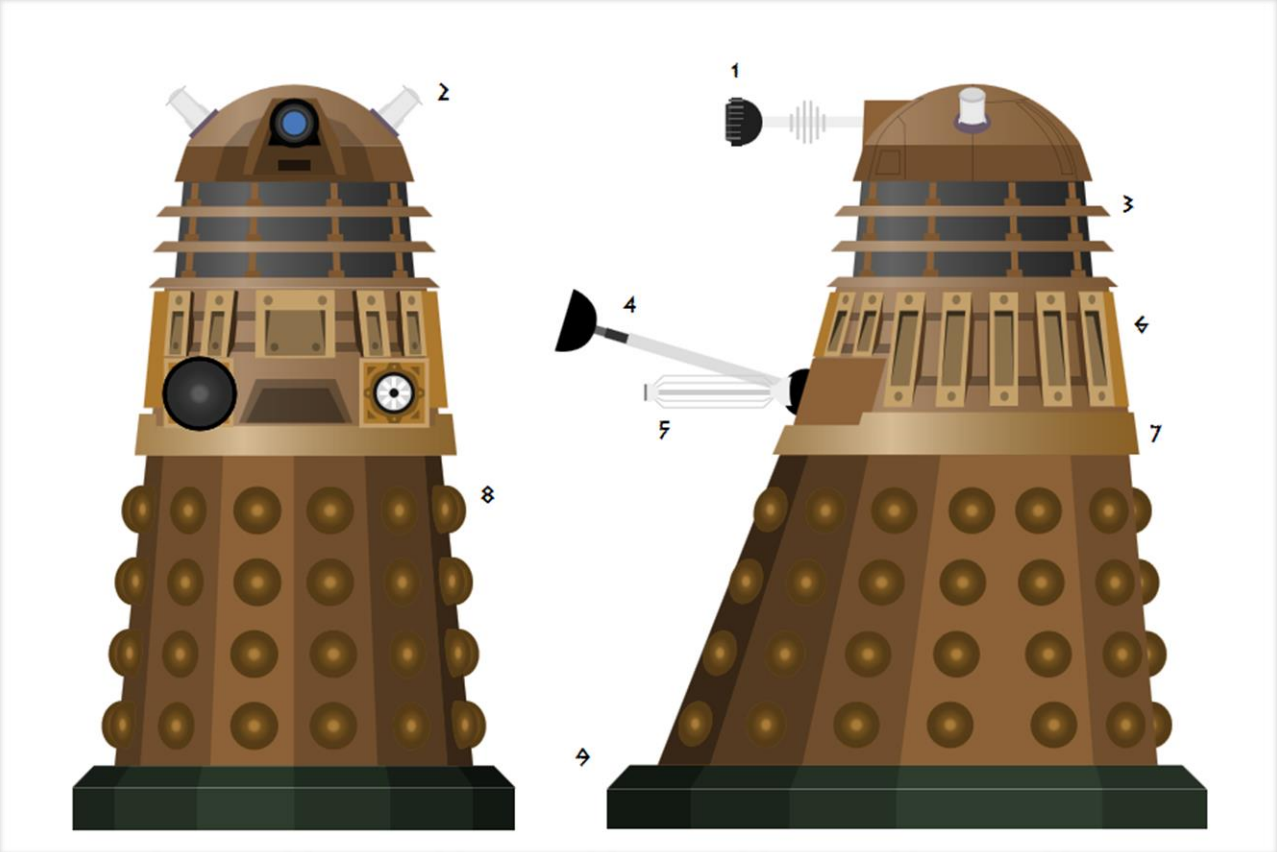
19 *The Daleks*, TV, BBC
20 *Daleks in Manhattan*, TV, BBC
21 *The Witch's Familiar*, TV, BBC
22 *Genesis of the Daleks*, TV, BBC
23 *The Daleks*, TV, BBC
24 *Resolution*, TV, BBC
25 *Patient Zero*, Audio, Big Finish Productions
26 *The Witch's Familiar*, TV, BBC
27 *Dalek Empire 2: Dalek War*, Audio, Big Finish Productions

The Battle-Shell



1. Eye stalk: The eye stalk is the battle-shell's main visual input, and can utilise different visual modes including; infrared, ultraviolet, x-ray, telescopic and microscopic vision. The flat discs behind the eye protect the visual circuits from cosmic radiation.
2. Luminosity dischargers: These lights bleed excess radiation from the Dalek shell, and flash in synchronisation with the Daleks speech.
3. Audio screen: the grille section serves as speaker system for the vocaliser unit, and an array of supersensitive microphones. Behind the grill is an array of tactical computer systems and communications gear, linking the Kaled mutant directly into the Dalek command network.
4. Manipulator arm: Sometimes called the "sucker stick", this is a multi-function manipulator and data probe. The "suction cup" generates a powerful tractor/pressor force, allowing it to hold and carry even small items easily and perform tasks of fine manipulation[28]. The cup can shape itself to a variety of different forms according to the needs of the situation and can be used by the Dalek for scanning purposes[29]. In Time War-era Daleks, the cup could even be used as a direct psionic link, draining information directly from the head of a victim, though this is almost always fatal to the subject and may cause data corruption as a result[30]. Though the standard manipulator arm is extremely capable, the Daleks can replace it with several different attachments according to the needs of the moment, including surgical equipment, cutting torches and specialist sensors.
5. Blast-gun: The blast-gun (also known as gunstick or exterminator) is the Dalek's standard personal energy weapon. It produces an effect similar to being struck by lightning and can be set to paralyse and

[28] *The Daleks*, TV, BBC
[29] *Dalek*, TV, BBC
[30] *Doomsday*, TV BBC

disintegrate as well as kill[31]. The Kaled mutant's life support chamber is located in the mid-section directly behind the blast-gun and manipulator. In later models of casing, the mid-section can rotate, providing the Dalek with a 360-degree field of fire.

6. Power slats: These absorb ambient radiation in any form from heat to cosmic rays and divert it to internal systems for storage and use as power.
7. Diagnostic band: This metallic band provides diagnostic information on the battle-shell and the occupant to maintenance cradles and other Daleks in the immediate vicinity.
8. Sensor globes: These fifty-six partially-embedded sensor globes are detachable, and house part of the Daleks self-destruct system[32] as well as a series of sophisticated sensors feeding directly into the positronic link with the Kaled mutant, allowing it to "feel" its environment.
9. Motivator: The base of the Dalek allows it to move, and in early models contained the pick-up that allowed the Dalek to draw static power from the metallic flooring of their city. As casings became more advanced this base became larger and housed the gravity lens technology that allowed the Dalek to levitate and, in later models, fly.

Although the Daleks appear robotic they are in fact cyborgs, with a living body supported and protected by powered Dalekanium and polycarbide armour. Originally referred to by Davros as the "Mark III travel machine"[33], the Dalek battle-shell is a marvel of engineering and design; a personal life support system and combat machine, fully mobile in three dimensions, heavily armoured, equipped with powerful sensors and a defensive shield. It is both a miniaturised battle-tank and a perfect mechanical equivalent of a living body, complete with immune system and self-repair function. The casing provides full environmental protection, allowing the Dalek to operate freely in toxic atmospheres, hard vacuum[34] or underwater[35] with equal ease.

Though the interdependence of Kaled mutant and casing makes the Dalek a kind of cyborg, only Davros's re-engineered Imperial Dalek Faction were surgically grafted permanently into their casings[36].

Initially, Davros's prototype Daleks were powered by rechargeable energy cells, which allowed the Dalek independent movement but had a short operational life on the field of battle[37]. After Davros's apparent death and the Daleks entombment by the Thals, they switched to a more practical system of static electrical power, fed through the metallic floors of their underground bunker. The Daleks retained this system once they regained the surface and built the first and greatest of their cities at the foot of the Drammankin Mountains, but it proved their undoing when a party of Thals – assisted by the first incarnation of the Doctor – disrupted their generators and interrupted their power supply, forcing the Daleks into a state of inert dormancy indistinguishable from death[38]. Later generations of Daleks relied first on broadcast power, received through a large dish mounted on the back of the casing[39], and later internal power cells recharged by cosmic radiation.

From the era of the Last Great Time War onwards, Dalek battle-shells are driven by a trionic power cell[40], recharged through cosmic radiation absorbed through the slats mounted around the shell's midsection, just above the manipulator arm and blast-gun. Theoretically, a Dalek battle-shell can run forever without

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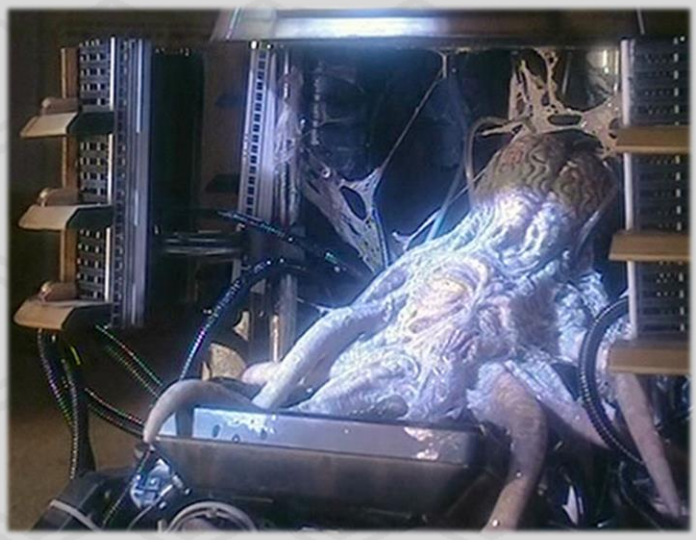
31 *The Daleks*, TV, BBC
32 *Dalek*, TV, BBC
33 *Genesis of the Daleks*, TV, BBC
34 *The Parting of the Ways*, TV, BBC
35 *The Dalek Invasion of Earth*, TV, BBC
36 *Remembrance of the Daleks,* TV, BBC
37 Speculation
38 *The Daleks*, TV, BBC
39 *The Dalek Invasion of Earth*, TV, BBC
40 *Into the Dalek*, TV, BBC

recharging, but energy-intensive functions like self-repair and weapons fire may require an additional external power source. The Dalek shell can manufacture nutrients from the local environment if necessary, but it is preferred that the shell be locked into a maintenance cradle for purging of waste tanks and the recharging of energy reserves and nutrient systems whenever possible.



Dalek battle-shells employ a full ecology of nano-scale maintenance systems, allowing the Dalek to effectively "heal" damage to the battle-shell given sufficient power and resources[41]. These systems also act as a form of artificial immune system, protecting the battle-shell and its occupant from hostile intrusion[42]. The shell is connected to the Kaled mutant within by a positronic link that allows the mutant to feel damage to the shell as if it were living tissue.

While most Daleks are generalists, able to switch to whatever role the situation demands of them, the race does still require specialists. When one is not available it can be created by inserting an expert-system data sphere into the positronic link between Kaled mutant and shell, though the mutant must have some knowledge of the subject to prime the system[43].

Dalek motivation units use gravity lens technology to levitate the battle-shell a short distance above the ground. Excess gravitational energy is channelled through conduits around the life-support chamber, ensuring that the mutant within always remains in Skaro-normal gravity, providing protection against acceleration effects[44].

In later models of Dalek, the battle-shell remains dangerous even if the Kaled mutant itself is dead. The casings contained several booby-traps, including automatic virus transmitters capable of subverting a TARDIS[45] and defence systems capable of causing spontaneous combustion in anyone touching the casing[46].

Vulnerabilities

The Dalek's eye-stalk – particularly the point where it attaches to the dome – remains its most vulnerable point. Destroying or damaging the eye will often cause the Dalek to panic and enter defensive mode, though Time War-era Daleks have defence and repair systems built into the eye-stalk[47], and their force-field means that it is now rarely if ever damaged.

Previous generations of Daleks have proven vulnerable to high-powered radio frequencies in close proximity, which temporarily overloads their internal systems and disorient them[48] (see the Dalek Scrambler, below). Later models have hardened systems that protect them from similar attacks.

Due to the nature of the casing, high-frequency ultra-sonics transmitted directly into the casing can turn it into an amplification chamber, killing the Kaled mutant inside. However, as this requires standing right next

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41 *Dalek*, TV, BBC
42 *Into the Dalek*, TV, BBC
43 *The Time of the Daleks*, Audio, Big Finish Productions
44 *Second Empire*, Online fan comic strip, Mechmaster
45 *I am a Dalek*, Novella, BBC Books
46 *Dalek*, TV, BBC
47 *The Stolen Earth,* TV, BBC
48 *Planet of the Daleks*, TV, BBC

to the Dalek, few have been able to exploit this weakness and live.

In their middle history, the environmental systems of the Kaled mutant's life support chamber had difficulty coping with extreme temperature changes, and rapidly lowering the temperature of the Dalek could cause the mutant creature to die of shock[49]. Early Daleks were vulnerable to having their power interrupted by separating them from the statically-charged floor[50] or destroying their back-mounted power collection dish, though these vulnerabilities were surmounted once the Daleks improved their own internal power systems.

Though the Daleks bonded-polycarbide/dalekenium armour is highly resistant to normal firepower, it could still be breached by a high-explosive shaped charge in the right place or by bastic-headed bullets[51]. The addition of defensive force-fields in the years leading up to the Last Great Time War eliminated this vulnerability, preventing physical weapons from making contact and providing a measure of protection against energy weapons.

[49] *Planet of the Daleks*, TV, BBC
[50] *The Daleks*, TV, BBC
[51] *Revelation of the Daleks*, TV, BBC

Chapter 2: Dalek History

The history of the Daleks is long and bloody, and much of it is unknown or open to conjecture. The few facts we do know are often contradictory, possibly due to temporal fallout from the time war and other interventions by the Daleks and their enemies.

Pre-History

On the planet Skaro, twelfth world of system D5-Gamma-Z-Alpha at the edge of the Seven Galaxies, scientists from the Halldon race travelled back from the far future to stage an evolutionary experiment using re-engineered proto-human genetic stock[52]. Different areas of the chemically and geologically hostile planet – referred to as Ameron by the Halldons – were seeded with this genetic material (fundamental DNA type 467-989)[53] with the intention of observing the effect such environments would have on the path and pace of the creatures' evolution. Within just a few million years, several radically different civilisations had arisen, each filling roughly the same ecological niche, each in natural competition with the others. The most notable of these of these races were the Dals, the Tharons, the Thals and the Kaleds.

While Thals and Kaleds were outwardly human, their internal biology and genetic make-up was entirely different due to evolutionary adaptation to differing environments. The Thals had arisen on the high plains of the continent of Davius, and had developed longer, thinner lungs and a highly efficient respiratory system to cope with the thinner atmosphere. They also developed a natural resistance to radiological genetic damage due in part to their greater exposure to solar radiation. The Kaleds had developed in the more densely populated lowlands of the continent of Dalazar, and had become an aggressive species with a natural predisposition to mutation, enabling them to rapidly adapt to shifting environmental factors and the rise of predators. Despite their physiological differences, Thals and Kaleds are inter-fertile[54], with mixed settlements existing before the outbreak of the war.

Little is known of the Tharons, other than that they were wiped out early in the genocidal wars[55]. The Dals were a race of short, under-developed, highly intelligent blue-skinned humanoids with sparse white hair and disproportionately large heads[56]. Unusually for war-torn Skaro, they were known as a race of teachers, scientists, and philosophers[57], none of which prevented them from being eradicated by the Thals.

When the various intelligent species of Skaro began to expand their territory and encounter each other, so they engaged in a series of genocidal wars as they competed for land and ecological resources. Occasionally these wars led to extended periods when the distinct species would attempt to live in peace[58].

Primary Timeline

After almost a thousand years of constant warfare, only the Thals and the Kaleds remained, each driven by a biological imperative to destroy the other and become the sole masters of Skaro. By this time Skaro's biosphere had been irreparably damaged by the nuclear, biological, and chemical weapons unleashed in the early and middle stages of the war, and both flora and fauna were becoming increasingly prone to horrific mutations as they struggled to adapt to the toxic environment. At this stage in the war the populations of

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[52] *We Are The Daleks* by Terry Nation, Radio Times Doctor Who 10th Anniversary Special
[53] *Daleks in Manhattan,* TV, BBC
[54] *I, Davros: Purity*, Audio, Big Finish Productions
[55] *I, Davros: Innocence,* Audio, Big Finish Productions
[56] *The Dalek Chronicles: Genesis of Evil*, Comic strip, TV21
[57] *The Daleks,* TV, BBC
[58] *I, Davros: Corruption,* Audio, Big Finish Productions

both races resided in a handful of fortified cities separated by a shattered plan and a mountain range.

It was into this dying world that Davros was born. The son of an ambitious politician and a decorated general, Davros exhibited signs of almost unnatural intelligence from an early age. It has been speculated that his genius was itself a mutation, but without access to Skaro's distant past it is impossible to be sure. Regardless, nurtured by his scheming mother and frequently taunted by a jealous sister, he grew up with an acute awareness of the inherent need for species occupying similar ecological niches to compete for resources, and rapidly became aware of the connection between evolution and mutation.

As a child, Davros was an amateur naturalist and explorer, often embarking on lone explorations of Drammankin Lake and the surrounding area.

Temporal Intervention – Skaro, Year Unknown

While he was on one of these unauthorised excursions the young Davros wandered on to a battlefield and became trapped in a deployment of Hand Mines – burrowing bioengineered weapons used by the Thals[59].

Legend has it that he was rescued by the twelfth incarnation of the Doctor, the man who – later in Davros's life – would become his greatest enemy, to teach him the value of mercy[60].

It was at this time Davros obtained a copy of the forbidden Dal text *The Book of Predictions*, in which he first encountered the idea of transcending the limits of the flesh to become something more. Cold-blooded and politically savvy, Davros rapidly rose through the ranks of the Scientific Elite, becoming such a noted contributor to the Kaled war-effort that the Thals attempted to target him for assassination more than once[61].

During this time, Davros began to realise the Kaled people were being changed by the war. Mutant births were increasing, as were rates of cancers and other forms of genetic deformity. Toxins and chemical weapons released into the environment during the early centuries of the war were causing irrevocable changes to the Kaled genome as it adapted to survive in the poisoned world.

While he grappled with this revelation, Davros was approached by one of his research students – a woman named Shan – who presented him with a paper detailing what she called "The Dalek Solution". In this she reasoned that even if the Kaleds defeated the Thals, the damage to the planetary biosphere was too great for them to survive in their current form. She therefore proposed the genetic re-engineering of the Kaled race into a more robust form, one that would allow the species to thrive. She named this new race "Daleks", a word derived from the extinct language of the Dals, meaning "men who have become as gods". Davros, driven by a subconscious fear of intellectual competition, presented Shan's research as his own before framing her for treason and having her hanged[62].

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59 *The Magician's Apprentice,* TV, BBC

60 *The Witch's Familiar*, TV, BBC

61 *I, Davros: Corruption,* Audio, Big Finish Productions

62 *Davros*, Audio, Big Finish Productions

During a Thal bombardment, Davros' buried research bunker was targeted and destroyed by a nuclear missile. While Davros' staff were wiped out Davros himself survived, though he was horribly scarred and mutilated. Virtually blind, crippled and in constant pain, he refused to take the suicide option offered by his leaders, and instead engineered the necessary sensory augmentations and a mobile life-support chair to enable him to continue his work. Driven by his unholy will and a combination of pain, rage, and horror at his own disfigurement, Davros came to see himself as somehow "purer" and stronger than those around him. Already a dangerous psychopath, he became convinced that the only true power was the ability to grant life or death, and determined that he would do both[63].

Working covertly, Davros experimented on expectant Kaled mothers and their unborn children, using mutagenic chemicals and selective radiation therapy to create an intelligent, aggressive creature capable of surviving the radioactive, toxic nightmare that Skaro had become. Davros used political blackmail to push through legislation granting the state authority over all children. Kaled infants under the age of five were transferred to Paediatric Facility K99, where Davros subjected them to mutagenic experiments and genetic surgery. Inspired by memories of Shan's research paper and the design of his own life-support chair, Davros created an armed and armoured battle-shell for the resulting mutant creatures, one that would make them the master of any environment. The earliest prototypes of these shells were developed in workshops within the Kaled city, before production was moved to the automated factories in the Science Elite bunker, buried deep beneath the Wasteland.

While Davros' secret experiments were producing the first of the creatures that would become the Daleks, his importance to the Kaled war effort had made him a priority target of the Thals. A Thal spy named Baran spearheaded a successful raid on the Kaled city, abducting Davros in order to coerce him into using his scientific skills for the Thals. Davros was rescued by a team led by Nyder, a brutally efficient member of the military elite who idolised Davros. Recognising the man's potential, Davros made Nyder his personal aide. On their return to the Kaled city, Davros and Nyder encountered the spy Baran. Identifying him as a Thal, Davros and Nyder captured him and used him as an experimental subject, using guided mutation and advanced surgery to make him the organic core of the first true Dalek[64].When the leaders of the Kaled people learned the truth about Davros' research and that he was altering the personalities of the creatures by removing their emotions and moral sense, they ordered a halt to it on moral and ethical grounds. Incensed, Davros betrayed his people by secretly equipping the Thals with the means to destroy the Kaled city's protective dome and deliver a decisive strike. Protected within his bunker, Davros used the apparent genocide of his people to justify releasing his Daleks upon the Thals. A small squad of prototype Daleks crossed the Wasteland and wreaked havoc in the Thal city, exterminating vast numbers of the population.

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[63] *I, Davros: Corruption*, Audio, Big Finish Productions

[64] *I, Davros: Guilt*, Audio, Big Finish Productions

Faced with rebellion among the surviving military and scientific staff of the bunker, Davros recalled his Daleks and used them to exterminate his opponents. Unfortunately, Davros had based the personality of the Dalek creatures on his own, including his ruthlessness and his belief in his own superiority. Programmed not to recognise any authority other than their own, the Daleks turned on their creator and apparently exterminated him. They in turn were buried alive inside the bunker by a band of survivors from the Thal dome[65].

Temporal Intervention – Skaro, Year Unknown

During a Dalek invasion of Gallifrey through the Matrix, Coordinator Narvinectralonum of the Celestial Intervention Agency launches a desperate attempt to undo the attack by sending Cardinal Valyestriandriluma into the past[66]. Valyes recruits the Doctor – then in his fourth incarnation – and dispatched him and his companions to Skaro with the mission of either averting the creation of the Daleks or altering their evolution so that they became less aggressive creatures. Ultimately, the Doctor and his companions failed, becoming part of history instead of altering it[67].

The Daleks and the Thals spent the next few centuries rebuilding. What remained of the Thal race returned to their ancestral home on the continent of Davius and became a race of pacifist agrarian nomads, while the Daleks multiplied their numbers within their bunker, eventually expanding it above ground into a vast city. The explosion that had sealed them in to the bunker had also destroyed some of Davros' data relating to power systems, so the early Daleks were initially forced to rely on internal power-cells that required frequent recharging. Once the Daleks had established their city – Kaalann – near the Drammankin Mountains, on the other side to the Lake of Mutations, they did away with this system and instead relied on static electricity channelled through the metallic floors of the city.

Aware that the Thals may still survive somewhere on the planet, the Daleks detonated a neutron weapon in high altitude, bathing the surface of Skaro in radiation. The effects of the blast reached as far as Davius and devastated the surface of the planet, rendering it a largely uninhabitable radioactive wasteland. The fallout caused terrible mutations in the Thals, but they developed anti-radiation drugs that allowed them to survive and after several generations their genome stabilised into their original form once more.

Almost five hundred years after the neutron blast that scoured the planet, the Daleks and the Thals once again encountered each other. Stricken by drought and famine and believing the Daleks long extinct, the Thals entered Dalek territory searching for food and shelter. The Thals retained enough technology to produce anti-radiation drugs, plastic clothing, travel stoves and other small items, though their knowledge of their own history had become confused to the point that they conflated the Daleks and Kaleds with the extinct race of Dals, with whom they had fought a terrible war many thousands of years before.

Temporal Intervention – Skaro, Year Unknown

With the aid of the Doctor (in his first incarnation) and his companions, the pacifist Thals engaged the city-bound Daleks in battle after the Daleks ambushed and killed their leader, Temmosus. When the Daleks plotted to wipe out the Thals by releasing radiation from their nuclear reactors (the Daleks themselves now required radiation to live), a party of Thals infiltrated the city and shut down its central power core. Deprived of the static required to power their casings, the Daleks appeared to die[68].

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65 *Genesis of the Daleks*, TV, BBC

66 *Gallifrey: Ascension*, Audio, Big Finish Productions

67 *Genesis of the Daleks,* TV, BBC

68 *The Daleks*, TV, BBC

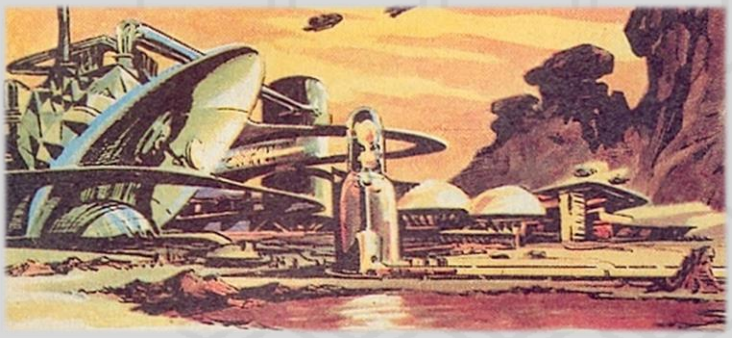
What happened next is uncertain. Perhaps the Thals used the Dalek technology to re-establish themselves. It is known that their civilisation grew to the point where they developed space-flight and began to explore other worlds in Skaro's system[69]. Peace-loving and believing themselves secure, they were utterly unprepared for what happened next.

Somehow, a cadre of Daleks was reactivated, perhaps by Thals experimenting with the cities power core, and they succeeded in reactivating the rest of the dormant Daleks where they were stored in the lower levels of the city. After spending time secretly charging their power-cells to give them limited independence from the city the Daleks erupted, launching a massive assault on the Thals. The Daleks were unstoppable. Millions of Thals died in the initial attacks, and millions more fled the planet in evacuation ships heading for the recently established colony world of New Davius. The Thals successfully maintained a small presence on Skaro in the face of Dalek aggression for hundreds of years before finally turning their back on their homeworld forever.

The Secondary Timeline

The Secondary Timeline is possibly the product of temporal intervention in Dalek History, and is used by some anachronologists to suggest that the creation of the Daleks is a causal inevitability – that their impact on universal history is so massive that it cannot be meaningfully disrupted and that their creation is a fixed point in time. Whatever the cause of the disruption, the effects seem short-lived, and the Primary and Secondary timelines remain roughly parallel and eventually converge into a single history by the 39th Century (coinciding with the Daleks discovery of time travel), with most inconsistencies self-correcting shortly after.

In this timeline, the Kaleds were wiped out early on. The genocidal wars ended with a Skaro inhabited by the remnants of the Thal and the Dal peoples, and for a while peace reigned. The pitiful remnants of the Dals rebuilt their civilisation, becoming a highly militaristic and aggressive species[70]. Perhaps with a sense of irony, these survivors took the name "Daleks", using the same Dal word used in the Primary Timeline by Shan in her original proposal and later used by Davros for his creations. It seems likely that among their number were scholars familiar with *The Book of Predictions* who believed themselves to be the prophesied "men who have become as gods".



For a thousand years, the Thals and the Daleks lived in uneasy peace. The Thals became an agrarian race of pacifists and returned to their ancestral home of Davius, while the Daleks became an expansionist race of technocrats. Contact between the two civilisations was minimal though the Daleks never forgot the destruction brought down upon their Dal ancestors and constantly sought ways to eliminate the perceived threat of the Thals. The race was swept by a sense of manifest destiny and began a program of rapid re-armament after massive cobalt deposits were discovered in the mountains that became known as the "Radiation Range".

Backed by massive public support, the young Dalek general Zolfian publicly assassinated the pacifist leader,

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69 *Planet of the Daleks*, TV, BBC

70 *The Dalek Chronicles: Genesis of Evil*, Comic strip, TV21

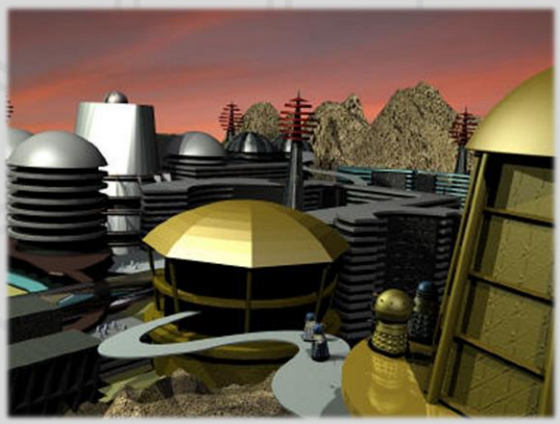
Drenz, and assumed the mantle of War Lord. In partnership with Yarvelling, an elderly scientist and intuitive genius, Zolfian developed vastly powerful neutron warheads and set up covert factories in the badlands of the continent of Darren for their production. Yarvelling turned creating weapons of war, including a prototype form of advanced robotic combat armour closely resembling the Dalek battle-shell from the Primary Timeline.

Curiously, it was not war that precipitated the next crisis, but a cosmic accident. Skaro's orbit intersected a meteor shower, which impacted the continent of Darren near the automated war factories. Fire engulfed the factories, and soon spread to the area where the neutron bombs were being stockpiled. The conflagration triggered a massive neutron detonation that shifted the planet in its orbit. The neutron weapons covered the planet in radioactive fall-out and incinerated vast swathes of the surface, and the shift in orbit created devastating climatic changes and seismic effects. The face of Skaro changed almost overnight, becoming an ash-covered wasteland of radioactive dust and petrified vegetation. While the Thals were far enough away from the site of the explosion that they were only marginally affected by the blast, the Daleks were almost completely wiped out.

Those few who survived found themselves mutating in response to the high levels of radiation and the harsh environment, becoming virtually identical to the creatures that Davros had predicted before he started tampering with the Kaleds' future development in the Primary Timeline. These creatures found Yarvelling's prototype combat armour in the ruins of his workshops, and realised that here lay the means of their survival. Occupying the casings, the creatures used slave labour culled from the few mutos who had survived the blast in fall-out shelters to build automated factories and robot production units capable of creating more Dalek shells.

Though genetically similar these Daleks differed from the creatures created by Davros in many ways. While still highly aggressive and ruthless they still possessed individual personalities and names, and were both more emotional and intuitive. They were led by an emperor in a specially adapted casing constructed with Flidor gold, quartz, and the sap of the Arkellis Flower, whom they referred to as "The Golden Emperor"[71].

Birth of the Empire



The victorious Daleks rebuilt and expanded the city of Kaalann, with the Dalek Prime adopting a similar casing to the Golden Emperor of the Secondary Timeline. During this time the Daleks constructed the Brain Machine, an early form of strategic artificial intelligence.

After a period of consolidation, during which time the Daleks strengthened Kaalann's defences, Skaro was visited by an alien slave ship with the intention of mining the vast sand deposits there. The Daleks captured the ship with the intention of

[71] *The Dalek Chronicles: Genesis of Evil*, Comic strip, TV21

reverse engineering it to discover the secret of interstellar flight. Though the craft was eventually commandeered by the slaves who used it to escape, the Daleks recovered enough information to begin a space-flight program of their own[72].

During this time the Daleks experienced their first potential political schism. The authority of the Dalek Emperor was challenged by a Dalek scientist who had discovered a new form of metallic coating but had become mentally unbalanced in the process. The Dalek Emperor dealt with this threat by outwitting, and then exterminating its opponent[73].

How long it took the Daleks to conquer interstellar flight is unknown, but they eventually mastered faster-than-light travel and began the exploration and conquest of the surrounding worlds. In what can only be a sign of the horrors to come, the first habitable world encountered by the Daleks – the planet Alvega – was shattered in a massive explosion shortly after the Dalek occupation force landed[74].

THE DALEKS ARE COMING— HEADING STRAIGHT FOR ALVEGA, NEAREST PLANET TO SKARO.
NO LIFE FORM DETECTABLE ON PLANET, ALTHOUGH RICH IN VEGETATION. DALEKS WILL LAND AND INVESTIGATE.

In the initial wave of conquest, worlds fell like dominos, utterly unprepared to face such an aggressive and merciless enemy. Whole sectors of space went dark as the Dalek armadas advanced, stripping conquered worlds of their resources and technology as they went, leaving shattered cultures, gutted planets and vast Dalek cities in their wake. Within a few short generations, the word *Dalek* had entered the lexicon of almost every space-faring race in the Seven Galaxies.

Not every world fell easily to the Daleks, and several managed to successfully repel the invasion forces. The planet Solturis destroyed a Dalek task force using sophisticated energy weapons[75], while the Archivists of the planet Phryne successfully resisted the Dalek occupation for decades[76].

During these early years, Dalek forces were often thinly spread, enabling some races to attempt strikes at the heart of the fledgling empire. One species – the Monstrons – succeeded in virtually destroying Kaalann by combining sophisticated weaponry with vast numbers of combat robots. The invasion was ended when a captured Dalek self-destructed inside the Monstron command post, sacrificing itself for the survival of the Dalek race. A measure of the efficiency and industry of the Dalek race may be seen in the fact that Kaalann was almost fully rebuilt within months of the Monstron invasion[77].

As the Daleks encountered more an more hostile environments, they responded by creating genetically engineered Reconnaissance Daleks, able to survive and adapt to long periods away from Skaro, and to survive almost any injury.

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72 *The Dalek Chronicles: Power Play*, Comic strip, TV21
73 *The Dalek Chronicles: Duel of the Daleks*, Comic strip, TV21
74 *The Dalek Chronicles: The Amaryll Challenge*, Comic strip, TV21
75 *The Dalek Chronicles: The Penta-Ray Factor*, Comic strip, TV21
76 *The Dalek Chronicles: The Archives of Phryne*, Comic strip, TV21
77 *The Dalek Chronicles: Menace of the Monstrons*, Comic strip, TV21

Time Travel Era

Having been exposed to interference by travellers from the future from the very beginning, the ruling Dalek elite were always aware of the possibility of time travel, and with typical Dalek efficiency dedicated a sizable portion of their scientific research resources into developing temporal technology. They finally achieved this in the 41st Century, with the development of a handful of prototype dimensionally transcendental time ships, derived in part from observations of Time Lord technology.

The Daleks have been more than willing to interfere in their own history, and at least one observer has described Dalek history as "so convoluted it almost collapsed under the weight of its own accumulated paradoxes". It is perhaps this potential pantemporal catastrophe and the awareness of their vulnerability to causal disruption that led the Daleks to create the role of Dalek Time Controller and its Time Strategists, and eventually, the Eternal.

Beyond this point, Dalek history becomes increasingly difficult to order into a meaningful chronology due to a series of temporal interventions both by the Time Lords and by the Daleks themselves. What at first glance appear to be a series of events in linear time take on an entirely different meaning when considered in the context of time travel. As with many time travel incidents, it is difficult to distinguish temporal disruption from the fulfilment of history. As such, the shape of history without Dalek interference remains unknown.

Temporal Intervention – Earth, 2650 BC

A Dalek time ship from the 40th Century, in pursuit of the first Doctor and his companions, arrives in Egypt at near the construction site of the pyramid of Khufu. The Daleks exterminate several natives, and in retaliation one Dalek is entombed[78].

Temporal Intervention – Earth, 210 BC

The Dalek left behind in 2650 BC destroys the Colossus of Rhodes while attempting to exterminate the sixth incarnation of the Doctor. Its power reserves fail before it can complete the task, and the Dalek is destroyed when the Colossus collapses on top of it[79].

Temporal Intervention – Earth, 70 AD

A Dalek time capsule is blasted back from the final battle of the Time War to distribute a biodata retrovirus form of the Dalek Factor throughout human history. The vessel impacts the Time Lord's quantum shield around Earth, and experiences an engine failure in the vortex. The pilot ejects, falling to Earth at Crediton Vale near Winchelham, on the South coast of England, where it releases a small amount of the Dalek Factor before dying. The Dalek casing is buried by the Roman colonists in the area and its discovery commemorated by them in murals nearby[80].

Temporal Intervention – Earth, 75 BC

A Dalek scout ship from the Time War era crashes in Britain during the campaign of Julius Caesar against the Britons and is found by the queen of a local tribe. The surviving Dalek assumes the role of a god and enslaves the tribe, gifting them with enough technology to enable them to help rebuild its ship. The Dalek is destroyed twenty years later through the actions of a pair of time travellers, Kazran Sardick and the elderly Sir Winston Churchill[81].

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78 *The Daleks' Master Plan*, TV, BBC

79 *The Eighth Wonder of the World*, Short story, Big Finish Productions

80 *I am a Dalek*, Novella, BBC Books

81 *The Churchill Years: Living History,* Audio, Big Finish Productions

Temporal Intervention – Earth, 305 AD

A lone Dalek, part of an assassination squad sent from 2050 AD to kill William Shakespeare in 1585 AD, materialises outside a Roman fort near Felsecar on the North British coast when the coordinates of the time corridor are shifted by the Doctor's travelling companion, Charlotte Pollard. It is quickly destroyed by the garrison legionaries acting together[82].

The Battle of Hope Valley – Earth, 9th Century AD

A single Reconnaissance Dalek discovers Earth while on a scouting mission. While exploring the planet it engages human warriors in battle, and forces three rival tribes to band together to defeat it. After a mass slaughter, the Dalek is eventually overwhelmed by sheer force of numbers before it can signal the Dalek fleet for assistance. Pulled from its battle shell, the Dalek mutant demonstrates its ability to regenerate injuries before it is carved into three pieces, and the pieces buried at three locations around the globe; Anuta Island in the South Pacific, Siberia, and Sheffield, Yorkshire. The fragments in the South Pacific and Siberia are guarded by the descendants of the victors of Hope Valley, who form the Order of the Custodians, but the Yorkshire fragment is lost when its custodian is murdered before he can bury it[83].

Temporal Intervention – Earth, 1415 AD

Lost in time, the Dalek Prime from the Secondary Timeline materialises behind English lines at the Battle of Agincourt. It is attacked by English knights, but manages to regain its time ship and return to its correct time[84].

Temporal Intervention – Earth, 1815 AD

The Imperial Dalek Faction led by Davros attempts to interfere in the Battle of Waterloo, to shape humanity into a more war-like, yet more logical species, in the hope of making them potential future allies of the Daleks[85]. The intervention is stymied by the sixth incarnation of the Doctor.

Temporal Intervention – Earth, 1866 AD

Daleks from the 41st Century are drawn to this year by the time travel experiments of Theodore Maxtible and

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82 *The Time of the Daleks*, Audio, Big Finish Productions
83 *Resolution*, TV, BBC
84 *The Dalek Outer Space Book: Secrets of the Emperor,* Comic strip, Souvenir Press
85 *The Curse of Davros*, Audio, Big Finish Productions

Professor Edward Waterfield. They send Waterfield forward to 1966 to capture the second Doctor and return him to 1866, where they force him to isolate the "human factor", ostensibly to allow them to better understand humanity and therefore defeat them. In truth they use the experiments to understand and isolate the "Dalek Factor", which can then be implanted into human minds, effectively creating human Daleks.

The Doctor implants the "human factor" into three Daleks, who exhibit the human traits of curiosity, playfulness, and loyalty. Maxtible House is destroyed by a bomb when the Daleks withdraw from 1866 and return to Skaro in the future with their captives and the humanised Daleks[86].

Temporal Intervention – Earth, 1908 AD

Daleks working on *the Dalek Project* arrive on Earth and trigger the start of World War 1 as part of their study of human warfare[87].

Temporal Intervention – Earth, 1917 AD

The Daleks of the *Dalek Project* manipulate the British Lord Hellcombe and the German Erik Graul into creating automated factories for the production of robotic "proto-Dalek" drones as weapons for the British and German war efforts. The proto-Daleks do not contain Kaled mutants, and are controlled from a Dalek time-capable scout craft submerged off the coast near Hellcombe Hall. They are released onto the battlefields of France to study how humans react to certain death.

The plan is disrupted when the eleventh Doctor reprograms the proto-Daleks to target the Daleks. The Dalek factories are destroyed by artillery bombardment, and the Dalek ship crashes in North Eastern France after it is struck by an aircraft piloted by one of their own android duplicates[88].

Temporal Intervention – Earth, 1930 AD

The Cult of Skaro arrives in Manhattan from London in 2007 and set up a base beneath the construction site of the Empire State building. Believing that Dalek inflexibility has led to their near-extinction, Dalek Sec begins experiments involving the grafting of Dalek genetic traits on to human beings to create a race of Dalek/Human hybrids, embodying the most effective survival traits of each species.

The experiment partially succeeds despite the interference of the Doctor in his tenth incarnation, but is terminated by the other members of the Cult, disturbed by the direction the research. Dalek Sec, having absorbed a human body to become a human Dalek, is exterminated by its former comrades, and the Cult and the hybrids destroy each other. Only Dalek Caan escapes via an emergency temporal shift[89].

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86 *Evil of the Daleks*, TV, BBC
87 *The Dalek Project*, Graphic novel, BBC Books
88 *The Dalek Project*, Graphic novel, BBC Books
89 *Daleks in Manhattan, Evolution of the Daleks*, TV, BBC

Temporal Intervention – Earth, 1940 AD

A lone Dalek, part of an assassination squad sent from 2050 AD to kill William Shakespeare in 1585 AD, materialises during the London Blitz when the time corridor coordinates are shifted by the Doctor's travelling companion, Charlotte Pollard. The Dalek is destroyed in the bombing[90].

Temporal Intervention – Earth, 1941 AD

A Dalek saucer fleeing the destruction of the New Dalek Empire at the Medusa Cascade in 2010 AD arrives in Earth orbit in 1941, having detected a homing signal from a Dalek Progenitor device. The device fails to recognise the Daleks of the New Dalek Empire, as they are derived from Davros' mutated cells rather than from Kaled mutants. The Daleks use an android operative programmed to believe he is a human scientist presenting the Daleks to the British wartime government as a new form of robotic secret weapon, knowing that the Doctor's old friend Winston Churchill will contact him.

The Daleks provoke the eleventh Doctor into identifying them unequivocally, allowing the artificial intelligence systems of the Progenitor device to recognise them as Daleks and allow them to access its data. The Dalek plan succeeds, despite further interference by the Doctor. The device produces a leadership caste of genetically "pure" Daleks, who escape into the vortex[91].

Temporal Intervention – Earth, 1962 AD

A lone Dalek survivor of the Time War falls out of the vortex above the Ascension Islands, where it burns screaming for several days in its impact crater before being salvaged. Inert and badly damaged, the Dalek is sold at auction and passed from collector to collector, ending up in the extra-terrestrial collection of billionaire Henry van Statten in Utah, 2012[92].

Temporal Intervention – Earth, 1963 AD

Imperial Daleks from the era of the second Dalek Civil War, commanded by Davros in his guise as the Dalek Emperor, bring a small fleet – consisting of the fleet command vessel *Eret-mensaiki Ska* (Destiny of Stars) and a number of escort ships – back in time to Earth in 1963 in search of the Time Lord artifact, the Hand of Omega. Also looking for the device is a squad of rebel Daleks led by the sole remaining Dalek Supreme, hoping that the weapon will help them win their war against Davros and his next-generation Dalek mutants.

After engaging the rebel Daleks and destroying them in battle, the Imperial Daleks attempt to deploy the device along a time corridor and turn Skaro's sun into a stable black hole. Much like Gallifreys own Eye of Harmony, this would give the Daleks control of time travel technology equalling that of the Time Lords. Unknown to the Daleks, the Doctor - present in his seventh incarnation – has sabotaged the device, programming it to detonate Skaro's sun and

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90 *The Time of the Daleks*, Audio, Big Finish Productions
91 *Victory of the Daleks*, TV, BBC
92 *Dalek*, TV, BBC

turn it supernova. The explosion apparently destroys Skaro, and feedback from the detonation travelled down the Dalek time corridor and destroys the fleet.

Though Davros succeeds in escaping his fleet command ship at the last moment, his escape pod falls into the collapsing time corridor and is lost in the vortex[93].

The continued existence of Skaro in the future suggests that the Daleks somehow manage to either avert or undo this event. Exactly how this happens is unknown; the Daleks claim responsibility through a convoluted scheme of deception and planetary engineering[94]. Whatever the truth may be, it is now sealed within the boundaries of the time war.

Temporal Intervention – Earth, 1966 AD

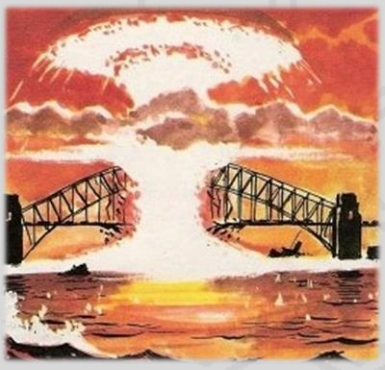
Human operatives of the Daleks sent forward in time from their bridgehead in 1866 AD lure the second Doctor into a trap by stealing his TARDIS. Successfully captured, the Doctor, his companion and his TARDIS are transmitted to 1866 by Dalek time corridor technology[95].

Temporal Intervention – Earth, 1970's* AD

*Date uncertain due to time slippage in this era.

While operating as scientific advisor to the United Nations Intelligence Taskforce, the third Doctor investigates reported ghost sightings at Auderley House, the residence of the United Nations chief negotiator Sir Reginald Styles and the site of an important international peace conference. The ghosts are discovered to be resistance guerrillas from the 21st Century of a possible future in which the Daleks invaded Earth after a nuclear war supposedly caused by the treachery of Styles, who reportedly destroyed himself and a vital peace conference with a powerful high-explosive.

The Doctor discovers that the Daleks have taken advantage of a paradox created by the resistance guerrillas, in which the destruction they are seeking to prevent was caused by one of their own. Seeking to ensure that the possible future became actual, the Daleks send a strike force of Daleks and Ogron troops to Auderley House, which is destroyed when the guerrillas detonate their explosive. The Doctor succeeds in evacuating the building beforehand, saving the conference, preventing the war that had allowed the Dalek invasion from taking place[96].



Temporal Intervention – Earth, 1970's* AD

*Date uncertain due to time slippage in this era.

Daleks operating from a centuries-old base hidden in the Antarctic hijack an American nuclear submarine – the USS Jefferson – and mentally condition the crew to obey Dalek commands, before launching a missile attack on Sydney, Australia. The Dalek force is destroyed with the intervention of the third Doctor[97].

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93 *Remembrance of the Daleks*, TV, BBC
94 *War of the Daleks*, Novel, BBC Books
95 *Evil of the Daleks*, TV, BBC
96 *Day of the Daleks*, TV, BBC
97 **Sub-Zero*, Comic strip, TV Action

Temporal Intervention – Earth, 1970's* AD

*Date uncertain due to time slippage in this era.

In retaliation for his destruction of their Antarctic taskforce, the Daleks on Skaro in the 26th Century use a Time Vector Generator to capture the third Doctor and his TARDIS when he is forced to relocate it due to a fire caused by a burglar at his cottage on Earth. Drawn to Skaro, the Doctor is forced to undergo Dalek conditioning to aid the Daleks in their conquest of Earth. The Daleks of this time-period are unaware that the Doctor is not human, and the conditioning fails. The Doctor succeeds in eliminating the Dalek taskforce preparing to invade Earth via his TARDIS, and escapes, having crippled the Time Vector Generator[98].

Temporal Intervention – Earth, 1970's* AD

*Date uncertain due to time slippage in this era.

A small Dalek taskforce from the 26th century constructs a base on the far side of Earth's moon. Once established, they send a battlecruiser to destroy several of Earth's military satellites, causing unrest between the nations, before landing at the bottom of South Pacific Ocean and establishing a bridgehead. The British Navy send a nuclear submarine – the HMS Pandora – to investigate, but the Daleks subvert the crew using mind control techniques.

The third incarnation of the Doctor infiltrates the Dalek base using his TARDIS, and orders the mind-controlled submariners to launch a Polaris missile at the base, ending the incursion[99].

Temporal Intervention – Earth, 1970's* AD

*Date uncertain due to time slippage in this era.

The Dalek taskforce on Earth's moon establish contact with a disaffected human scientist, Professor Pillbright, and provide him with the technical specifications for a disintegrator weapon mounted in a remotely controlled Dalek battle-shell. Pillbright provides the weapon to a London gangster, who uses it to commit escalating bank robberies in an attempt to cause economic instability, before targeting Britain's gold reserve. The Dalek activity is discovered by the third Doctor, who stages an ambush of the Dalek weapon, while destroying the Dalek base on the Moon with one of their own neutron weapons[100].

Temporal Intervention – Earth, 1973 AD

A Dalek scout craft secretly undertakes a forced landing in a lake in the centre of London. The crew kidnaps two children from the London Underground and holds them hostage, using them to force the British Government to provide them with the technology they need to effect repairs. During this time the Daleks plant explosive devices throughout London, planning to detonate them on departure. The plan is foiled when the explosives are located and covertly attached to the Dalek ship shortly before take-off, ensuring that the Daleks destroy themselves[101].

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98 *The Planet of the Daleks*, Comic strip, TV Action
99 *The Threat from Beneath*, Comic strip, TV Action
100 *The Disintegrator*, Comic strip, TV Comic
101 *Terry Nation's Dalek Special: The Secret Invasion*, Short story, Target Books

Temporal Intervention – Earth, 1980's* AD

*Date uncertain due to time slippage in this era.

Daleks from the far future recruit the half-Gallifreyan rogue, Shazar[102], to help them steal the TARDIS. The fourth Doctor and his companion, Sarah-Jane Smith, are drawn forward in time to a vast mobile space station on the outer edge of Mutter's Spiral. The Daleks intend to replicate the TARDIS, creating a fleet of Dalek time ships they can use to dominate the universe. The Doctor deceives the Daleks into powering their time ships with Cirenium, and sabotages the space station by guiding it into a star. The Daleks evacuate in their replicated time ships, which explode due to the Cirenium fuel cells. The Time Lords intervene to rescue the Doctor, Sarah-Jane and Shazar. Shazar is tried by the Time Lords and found guilty of collaborating with the Daleks. He is sentenced to miniaturisation and imprisonment within his own immobilised TARDIS[103].

Temporal Intervention – Earth, 1984 AD

Dalek survivors of the Movellan War establish a time corridor to London in 1984 AD and begin replacing key political figures with duplicates programmed to collapse Earth society during a Dalek invasion. The Daleks recover several cannisters of Movellan Anti-Dalek Virus and store them in the past to reduce any risk of contamination while it is being studied.

Captured by the Daleks, the fifth incarnation of the Doctor and his companions are taken into the future for duplication, as part of a plan to assassinate the High Council of the Time Lords. The plan is foiled when the Movellan virus is released by Davros, in a bid for power. Without direct Dalek control, the conditioning of the duplicates on Earth becomes unstable and they revert to their original personalities[104].

Temporal Intervention – Earth, 1987 AD

Daleks from the future attempt a covert invasion of Earth by exploiting capitalism through the Zenos Corporation, fronted by a Dalek collaborator called Alek Zenos. They offer Great Britain favoured nation status as a "trading partner", intending to use it as a base to enslave the planet. The corporation produces and distributed *WarFleet*, a sophisticated console computer game that is actually a real-time interface with fleets of remote-controlled Dalek ships in deep space. The Daleks use humanity's natural ability for war, strategy and self-sacrifice to make great advances in their war effort against the Thals.

Unknown to the Daleks, Zenos is working with the Thals and has devised a plan to make the Daleks defence of Skaro dependent on *WarFleet*, enabling him to leave the planet defenceless and allow the Thals to complete their planetary evacuation. The Dalek ruse is eventually exposed by the seventh incarnation of the Doctor and his companion Melanie Bush, and the Dalek forces on Skaro are dealt a major defeat by Thal forces[105].

Temporal Intervention – Earth, 2006 AD

Archaeologists working on Roman remains at Crediton Vale near Winchelham, on the South coast of England, uncover the battle-shell of the Dalek pilot who crashed there in 70 AD. The residual energy in the shell succeeds in activating the traces of Dalek Factor hidden in the genes of Kate Yates, a local woman descended from those infected by the weapons original partial deployment two thousand years earlier. Yates reactivates the battle-shell, which generates a new Dalek mutant within itself. The regenerated Dalek attacks police at

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[102] See *The Fourth Doctor Expanded Universe Sourcebook*.

[103] *Return of the Daleks*, Comic strip, TV Comic

[104] *Resurrection of the Daleks*, TV, BBC

[105] *We are the Daleks*, Audio, Big Finish Productions

the dig site, before derailing a passenger train and killing several people in a local town. It is eventually destroyed by Yates, who rebels against her Dalek conditioning with the help of the tenth Doctor[106].

Temporal Intervention – Earth, 2007 AD

The Torchwood organisation discovers a breach in spacetime in central London and begin a program of utilising alien technology to exploit it for energy. While forcing the rift open, Torchwood accidentally allows a Dalek void ship to emerge from the space between universes, and creates a passage allowing Cybermen from an alternate Earth to infiltrate their reality[107].

When the Cybermen begin a worldwide invasion, the void ship opens to release the Cult of Skaro and the Genesis Ark, a dimensionally transcendental Time Lord prison containing millions of Daleks from the Time War. The Daleks and the Cybermen go to war, before both factions were sucked back into the space between the worlds through the actions of the tenth Doctor. Only the Cult of Skaro escaped by triggering an emergency temporal shift to Manhattan of the 1930's[108].

Temporal Intervention – Earth, 2009 AD

Daleks from Davros's New Dalek Empire use time vortex magnetron technology to teleport Earth to within a dimensional fold inside the Medusa Cascade, along with twenty-seven other planets from different locations in space and time. The planets are part of an intricate plan to create a Reality Bomb, able to create an energy wave-form capable to destroying matter at the subatomic level. Focussed through the rift at the heart of the Medusa Cascade, the wave-form is intended to destroy all matter in every parallel universe, leaving the Daleks the only living beings in the entire multiverse.

The tenth Doctor and his allies prevent the wave-form from being launched by subverting the Dalek command network and overloading their power systems. The resulting explosions destroy virtually every Dalek in existence, though a single ship escapes by jumping back in time to 1941. Before the Dalek base detonates, the Doctor successfully transports the stolen worlds back to their rightful place, with Earth being flown back by the TARDIS itself[109].

Temporal Intervention – Earth, 2012 AD

On contact with the ninth Doctor's companion Rose Tyler, the lone Dalek in Henry van Statten's collection of alien artifacts beneath the Utah desert regenerates itself using her residual artron energy and attempts to escape. Mutating due to genetic imprinting and unable to contact the Daleks in this time-period, the Dalek eventually exterminates itself[110].

Temporal Intervention – Earth, 2017 AD

Archaeologists in North Eastern France uncover the remains of the crashed Dalek saucer from the 1917 *Dalek Project* incident. One archaeologist is exterminated before the crew become dormant due to lack of power, but this is misinterpreted as an accident with the dig lighting. Parts of several Dalek casings are removed from the saucer and assembled into a vague approximation of a Dalek in a misguided attempt to "reconstruct" the find. The Dalek casing systems succeed in activating the reconstruction, and it goes on the attack while searching for a source of power to regenerate the ship and its crew. Though it succeeds in tapping local overhead power lines, the reconstruction and the Dalek ship are overloaded and destroyed by the eleventh Doctor using power channelled through his TARDIS[111].

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[106] *I am a Dalek*, Novella, BBC Books
[107] *Army of Ghosts/Doomsday*, TV, BBC
[108] *Army of Ghosts/Doomsday*, TV, BBC
[109] *The Stolen Earth/Journey's End*, TV, BBC
[110] *Dalek*, TV, BBC
[111] *The Dalek Project*, Graphic novel, BBC Books

Temporal Intervention – Earth, 2018 AD

A damaged Dalek falls from the sky in Central America, and is captured by rebels who should it for ransom and strip the casing of usable technology for sale to the highest bidder. UNIT operatives try to purchase the alien as part of an operation to locate traders in illegal xenotechnology, but the mutant (one of an advanced breed able to survive outside its casing) escapes and massacres the rebels with a bioweapon. The mutant is eventually killed, and its battle-shell destroyed[112].

Sheffield, England – Earth, 2019 AD

An archaeological dig beneath the Sheffield Council Building, sponsored by the Order of the Custodians, uncovered the lost fragment of the Reconnaissance Dalek killed in the 9th Century at the Battle of Hope Valley. The fragment absorbed enough energy from Ultraviolet to reactivate the dormant cells, and the mutant creature reclaimed its scattered parts using a spatial shift, an ability apparently unique to this type of Dalek. The mutant creature took control of one of the archaeologists, and used her body to find weaponry and build itself a new casing out of scrap metal and salvaged electronics. Despite inferior materials, the scrap metal casing proved effective enough to engage and defeat a squad of armed soldiers, and to penetrate GCHQ in Cheltenham, the United Kingdom's communications intelligence headquarters, in an attempt to contact the Dalek fleet and bring them to Earth. The Dalek was eventually defeated through the intervention of the thirteenth incarnation of the Doctor and her companions, and the mutant itself was ejected into a supernova[113].

Temporal Intervention – Earth, 2021 AD

GlobeSphere Corporation, under the leadership of Damien Stephens, begins construction of a moon base and vast fields of solar power collectors, designed to transmit cheap electrical power to Earth and solve humanity's energy crisis. Stephens is actually an advanced form of Roboman, being used by the Daleks to eject the moon from Earth's orbit, creating massive tidal changes that will decimate the Earth and leave it free for occupation when the Dalek fleet of this time period arrives in 2157 AD[114].

Temporal Intervention – Earth, 2025 AD

The GlobeSphere moon base is completed, and the energy transfer is tested successfully. The Dalek plot to devastate the Earth is foiled by the intervention of the fourth Doctor and his companion, Leela of the Sevateem, who redirect the energy beam onto the Dalek time ship, destroying it.

Temporal Intervention – Earth, 2050 AD

A vast Dalek time fleet in the Vortex, seeking to exploit a time fissure as a source of energy, is trapped in a time loop when their Temporal Extinction Device destabilises the fissure. Daleks escaping from the loop lock on to the time experiments of Professor Osric and General Mariah Learman of the New Britain government, and offer their expertise, meanwhile plotting to use Learman's equipment as a temporal stabiliser to help break their fleet out of the time loop. The Daleks agree to assassinate William Shakespeare for Learman, as she believes that Britain is resting on its laurels and does not deserve the Bard, but the assassination squad is scattered across time by the actions of the eighth Doctor and his travelling companion, Charlotte Pollard.

Betraying Learman, the Daleks force mutate her into a Dalek and install her in a casing with a positronic matrix of Shakespeare's plays, intending to use her temporal expertise to help them repeat the experiment that trapped them in the first place. The Learman Dalek betrays the Daleks, trapping them in the time loop once again[115].

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[112] *UNIT: The Dalek Transaction*, Audio, Big Finish Productions
[113] *Resolution*, TV, BBC
[114] *Energy of the Daleks*, Audio, Big Finish Productions
[115] *Dalek*, TV, BBC

First Dalek War

After reaching Mutter's Spiral (known locally as the Milky Way galaxy) and exploring the fringes of human space, it was only a matter of time before the Daleks discovered the location of humanity's home world. Genetic data captured during the first conflict between the Thals and the city-bound Daleks was matched that of captured humans, and the Daleks soon identified Earth as the point of origin for some of the aliens responsible for the defeat of the city-bound Daleks. Realising that humanity constituted a major threat to Dalek plans, they dispatched a conquest force to the heart of human space[116].

In 2157 AD the Dalek armada arrived in Earth's solar system, having already attacked several colony worlds (including Azure, Sifranos, Qartopholos and other worlds) on the way[117]. Using stealth technology recovered from Phryne, the Dalek fleet remained concealed from detection as they conducted raids on the outer planets, while preparing their assault on Earth. Realising that humanity was a dangerous opponent, the Daleks first isolated the solar system with a sub-space blockade, then softened up the planet by bombarding it with meteors carrying a lethal engineered virus. The virus spread rapidly across the globe, wiping out almost the entire populations of Asia, Africa and South America, fatally disrupting the planet's infrastructure and forcing the survivors into small, isolated communities. After six months, once the possibility of effective opposition was removed, the Dalek fleet descended, smashing several capital cities including Paris and New York.

One of the few global capitals not destroyed was London. The British government mounted a full-scale defence against the Dalek onslaught, but in a matter of days the Daleks subjugated the humans and began the process of converting the most intelligent slaves into remote-controlled Robomen[118] using a crude version of the neural interface technology used by the Archivists of Phryne[119].

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[116] Speculation.
[117] *Lucifer Rising*, Novel, Virgin New Adventures
[118] *The Dalek Invasion of Earth,* TV, BBC
[119] Speculation

During the occupation, the Daleks commenced a massive mining operation in Bedfordshire. They intended to dig down to a fissure in the Earth's crust, which they would then force open using a massive nuclear device. This would cause the magnetic core of the planet to be ejected into space, allowing the Daleks to replace it with a propulsion system, turning the entire planet into a massive spacecraft and weapons platform. Security at the Bedfordshire site was provided by Robomen and a Slyther, transplanted from Skaro by the Dalek Commander[120].

The ejected core was to be used as part of the GodEngine, an ancient weapon created by the Ice Warriors of Mars from recovered Osirian technology. The GodEngine device could manipulate the electromagnetic, gravitational and subspace fields of stars, causing them to emit coherent, superluminal beams of plasma. A group of rebel Ice Warriors had promised use of the technology to the Daleks in return for the conquest of Mars. However, the invasion failed when the Daleks Martian taskforce encountered a genetically engineered virus that attacked their cable insulation[121].

The Dalek invasion was finally repelled in 2167 when human resistance fighters – aided by the First Doctor – succeeded in disrupting Dalek operations at the Bedfordshire mine by subverting the Roboman control system and sabotaging the release of the Dalek's nuclear device. The resulting explosion destroyed the Dalek command ship, interrupting the flow of broadcast power and forcing the surviving invasion forces to flee the planet[122]. The Dalek blockade of the Solar System is ended by Captain David Jarvis of the Dauntless.

Unknown to humanity, several Dalek facilities remained undiscovered and active on Earth. In the one designated Dalek Artifact 17, Dalek scientists continued work on an experimental matter transmuter weapon, and maintain an extensive Dalek reproduction facility.

Temporal Intervention – Earth, 2197 AD

A Dalek fleet traces a Dalek distress signal of unknown origin and recovers the Dalek Time Controller, suffering from accelerated temporal decay after falling through the vortex from the destruction of the Amethyst Viral Containment Station.

After the Time Controller is stabilised using the temporal expertise of the Time Lord known as the Monk, it takes control of the task force and launches a second invasion of Earth. The objective of this second invasion is to replace the planetary core with a massive temporal engine, enabling the Daleks to use Earth as a platform from which the Daleks could disseminate viral weaponry throughout history.

The invasion is successful, and the Daleks excavate most of North America. The invasion is eventually repelled through the heroic sacrifice of the eighth Doctors companion, Lucie Miller, who flies a stolen Dalek saucer into the temporal engine, triggering a massive time warp that consumes the invading forces and destroys the anachronistic time technology[123]. The Dalek Time Controller is rescued from the warp by the rogue Time Lord, Kotris.

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[120] *The Dalek Invasion of Earth*, TV, BBC
[121] *GodEngine*, Novel, Virgin New Adventures
[122] *The Dalek Invasion of Earth,* TV, BBC
[123] *Lucie Miller/To The Death*, Audio, Big Finish Productions

Temporal Intervention – Earth, 2199 AD

Curiously, there is evidence of temporal scarring in this time-zone, in the form of an alternate timeline, which appears to have been overwritten by the second Dalek invasion.

Earth is still struggling to recover from a decade of Dalek rule, and Britain has fractured into several feudal states. The rogue Time Lord known as the Master seeks to activate the lost Dalek facility DA17 and take control of a matter transmuter the Daleks had perfected, intending to use it as a weapon and hold entire civilisations to ransom.

In his attempts to open DA17, the Master succeeds in activating the Dalek hatchery and the automating fabrication systems. The Artifact begins producing new Daleks, who spill out of the opened artifact and attack. With the help of the eighth Doctor, the Daleks are destroyed, and the Master is horribly injured when his own tissue compression weapon is turned upon the matter transmuter and it explodes[124].

Secondary Timeline – First Dalek War

In the secondary timeline, the repulsion of the 22nd Century invasion of Earth was followed up with a full-scale attack and invasion of Skaro by humanity and its allies. Skaro was devastated in the attack, and the Daleks were disabled when their central power core was destroyed. When studies of the Daleks revealed that they were dormant, rather than dead, Skaro was permanently quarantined within a strictly patrolled no-fly zone. A small number of Thals petitioned the allied forces to be allowed to recolonise their world, and resettled on Skaro[125].

Fifty years after the Daleks were defeated, they were briefly reactivated by interstellar criminal Robert Slater in an attempt to use them to gain universal domination. He was soon exterminated for his presumption, and the Daleks were rendered dormant again through the action of a small band of humans working in cooperation with the Thals[126].

The circumstances of the Daleks eventual reactivation are currently unknown, though some have speculated that it was as a result of an invasion of the planet by the Morok Empire, and that the Daleks may have been reactivated as a last-ditch defence by the Thals themselves[127].

Second Dalek War

Temporal Intervention – New Earth System, 2430 AD

A renegade Dalek hive ship from the post-Movellan war era travels back in time to conquer the New Earth system. Using Werelox mercenaries to disable the system defences, and then sterilising the planets by neutron fire, the Daleks plan to convert the system's thirty habitable worlds into Dalek breeding planets, where they can isolate and splice favourable genetic traits from a variety of alien predators into the Dalek genome[128]. This Dalek army would then reinforce the Daleks of the current time- period, turning the forthcoming Dalek defeat into a victory. This intervention is stopped by the fourth incarnation of the Doctor, who uses the Dalek's own time drive to lock their hive ship into a single moment of time.

[124] *Legacy of the Daleks*, Novel, BBC Books
[125] *The Curse of the Daleks*, Stage play
[126] *The Curse of the Daleks*, Stage play
[127] Speculation
[128] *The Dogs of Doom*, Comic strip, Doctor Who Weekly

Having been defeated by humanity once, the Daleks began to lay their plans for a second invasion of Earth well in advance. In the 26th century, the two great powers in Mutter's Spiral were the human and Draconian empires. The two species were at an uneasy peace after the Human-Draconian War, which had caused such loss of life that the Empire started cloning genetically "blank" human embryos on bio-colonies and shipping them to Earth, where they could be implanted with the genetic traits of foster parents and grow to adulthood as normal human beings.

A Dalek taskforce, operating deep inside Earth Empire space, used a broadcast beam of modulated radiation to alter the embryos on the bio-freighter Mitre, on its way to Earth. The beam caused the blank embryos to mutate, becoming Dalek/Human hybrids, enabling the Daleks to swell their ranks before they engaged the Human and Draconian Empires. The taskforce was stopped by the actions of the seventh Doctor and his companion, Ace[129]. Increased security measures on subsequent shipments prevented the Daleks from repeating the exercise.

Using hypnosound devices and Ogron mercenaries commanded by the renegade Time Lord known as the Master, the Daleks created tension between the empires by conducting raids on interstellar shipping, raids that the surviving witnesses believed had been conducted by the opposing empire. Meanwhile, the Daleks created a base on Spiridon, where they studied the innate invisibility of the native Spiridons to replicate it in the vast Dalek army they had secretly cached on the planet in suspended animation. Armed with the secret of invisibility, this frozen army was ready to strike when Earth and Draconia had exhausted themselves in war.

The plan was eventually exposed by the third incarnation of the Doctor, who travelled to Spiridon and disabled the Dalek taskforce there. Alerted to the plot, the Human and Draconian Empires joined forces and declared war on the Daleks.

The resulting war was a vicious conflict that lasted decades and involved hundreds of planets. During the first Dalek incursion the planet Arkheon was captured and sheared in half by a Dalek "planet splitter" bomb, in an effort to gain access to the Arkheon Threshold, a time rift at the planets core[130]. The Daleks of the Arkheon taskforce were equipped with an advanced form of battle-shell, closely resembling the bronze casings used during the Last Great Time War. These advanced casings offered greater mobility and protection, but were costly to produce, and the Empire reverted to their standard casings in the aftermath of the conflict.

Earth's government enacted war-time emergency powers that allowed it to commandeer personnel, resources and ships from powerful human corporations, and initiated the "Dalek Killer" program. Terran criminals found guilty of capital crimes were given the choice of execution or being teleported into Dalek space to become Dalek Killers[131]. Earth's government, recognising the benefit of irregular forces, offered a bounty on every Dalek killed, with eye-stalks used to confirm the kill[132].

The war lasted long enough to create "the Dalek Generation", people who had never known a time when humankind was not at war with the Daleks. The Earth Empire's expansion into the galactic core halted, leaving hundreds of terraformed worlds populated by Mechonoids, waiting for colonists that would never arrive.

In 2545 AD, the Daleks staged a massive push into the Solar System. Three hundred battle cruisers forced their way through to the inner planets, where the Daleks took Mars and used its population of three billion as a human

[129] *The Doctor Who Yearbook 1993: Metamorphosis*, Comic strip, Doctor Who Magazine
[130] *Prisoner of the Daleks*, Novel, BBC Books
[131] *Abslom Daak: Dalek Killer*, Comic strip, Doctor Who Weekly
[132] *Prisoner of the Daleks*, Novel, BBC Books

shield. Despite this, the Daleks were eventually driven from mars and the Solar System by the forces of General Keele.

The tide of the war turned when the Dalek plot to exploit the Arkheon Threshold failed due to the intervention of the tenth Doctor. The unexpected loss of a fleet command vessel threw their incursion into Mutter's Spiral into disarray, allowing the humans and Draconians to force them out of their arm of the galaxy.

Secondary Timeline - Second Dalek War

In the early 26th Century of the Secondary Timeline, the reactivated Daleks launched another attack on humanity, apparently by steering one of their colony worlds into the solar system using planetary propulsion technology[133]. Though some sources suggest this world was Skaro itself, it seems unlikely that the Daleks had the technology to move their home planet between galaxies at this stage in their development, nor would they have considered it wise to do so. Confusion may have been caused by the fact Skaro simply means "home" in the Dalek language[134].

Dalek fleets using transolar discs rapidly established air and space superiority on the inner planets and soon began operations to extract fuel and mineral wealth using enslaved populations, in preparation for their final attack on Earth[135]. However, resistance operations on Venus prevented the Daleks from building the resources they need, and their invasion fleet was eventually defeated.

For several years afterwards, Daleks and humans fought a skirmish war across the solar system, with neither side gaining a distinct advantage. During this conflict, the Daleks revealed their ability to create humanoid duplicates for the first time.

The war ended when the Daleks, having been driven back to Skaro by humanity's Space Army, were threatened with having their planetary forcefield turned against them. The Daleks surrendered in the face of imminent destruction[136], and were left disarmed and trapped behind their forcefield, the planet guarded by heavily armed robot sentry stations. Some Dalek forces remained active in the Solar System but were quickly mopped up[137].

Third Dalek War

The period of peace in Mutter's Spiral at the end of the Second Dalek War lasted just over two hundred years, and resembled the "Cold War" of the late 20th Century, with vast power blocs warily eyeing each other, each poised to retaliate instantly to any perceived threat. The human and Draconian empires remained staunch allies, united against the threat of the Daleks, who remained active in Earth Empire space through the use of agents, spies and cyberspace intrusions[138].

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[133] *The Dalek Book: Invasion of the Daleks*, Comic strip, Souvenir Press
[134] Speculation
[135] *The Dalek Book: The Oil Well*, Short story, Souvenir Press
[136] *The Dalek Book: Break-Through!,* Short story, Souvenir Press
[137] *The Dalek Book: Battle for the Moon*, Comic strip, Souvenir Press
[138] *Love and War*, Novel, Virgin Publishing

Temporal Intervention – Mechanus, 27th Century

An assassination squad of Daleks from the 40th Century, in pursuit of the first incarnation of the Doctor, land on Mechanus in the 27th century. On encountering the Mechonoids, a brief battle ensues, in which the Dalek squad is destroyed and the Mechonoid City set alight. The fire destroys the city, but surviving Mechonoids begin to rebuild and assess the threat posed to them by the Daleks[139].

In 2800 AD, the outer colony worlds of the Earth Empire (governed by the Earth Alliance) began to fall to the ravages on an unknown space plague. This disease was highly infectious, with a long incubation period, but killed very rapidly after symptoms became visible. As a result, it spread like wildfire throughout the Empire, with hundreds of worlds falling to it. Human scientists discovered that the only cure for the plague was a serum derived from the rare mineral parrinium. When a human probe reported the discovery of large deposits of parrinium on the planet Exxilon at the far edges of the galaxy, a team from the Marine Space Corps was dispatched to mine it and return it to Earth space.

Forced to crash by a mysterious power drain, the team found themselves besieged by hostile natives and a squad of Daleks, who claimed that their own worlds were also falling prey to the plague. Deprived of firepower by the energy drain, the Daleks formed an alliance with the humans to obtain the parrinium from the native lifeforms. The Daleks obtained substitute weapons powered by chemical explosives unaffected by the power drain, and soon broke their alliance. The power drain was traced to an artifact of an advanced civilisation, which the Daleks set out to destroy.

With the help of the third incarnation of the Doctor, the humans discovered that the Daleks planned to take all the parrinium with them when they left, then bombard the planet with plague missiles so that no other humans could land there. The source of the power drain was destroyed, and the Marines succeeded in substituting the parrinium for sand and detonating the Dalek ship[140]. Returning to Earth, the Marines reported on their mission, and it was soon discovered that the space plague was an engineered disease of Dalek origin. Outraged, the Earth Empire once again declared war on the Daleks.

The Third Dalek war lasted for centuries, and ravaged much of the galaxy. Towards the end of the war, in 3000 AD, the Daleks managed to punch an armada through the Empire lines and invade Earth once again, bringing the Earth Empire to an end. The Daleks held the planet for decades before being forced out of the Solar System by a grand alliance of human colony worlds, acting in concert with the Draconian Empire and other major galactic powers.

Afterwards, with the help of Earth's alien allies, the Second Great and Bountiful Human Empire arose from the ashes of a devastated Earth.

Secondary Timeline - Third Dalek War

In the 27th Century, ships and colonies in Earth-Space came under attack from a heavily armed and unremittingly hostile artificial planet. After centuries of peace, mankind and its allies were poorly equipped to cope with the threat. Desperate for a solution, they looked to their greatest enemies for aid. Re-armed, the Daleks first probed, then successfully destroyed the threat, before turning on the humans and beginning their war of conquest once more[141].

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[139] *The Daleks' Master Plan*, TV, BBC

[140] *Death to the Daleks*, TV, BBC

[141] *The Dalek World: The Mechanical Planet*, Comic strip, Souvenir Press

The Daleks immediately struck at the heart of human government by attempting to replace key individuals with android duplicates[142]. While most were quickly uncovered, several survived long enough to do serious damage to the human war effort.

During this war, human forces recovered a small number of robotic Dalek drones, code-named "orbitus" by the military. Orbitus devices were used by the Daleks for construction, maintenance, security and a variety of other tasks. They possessed sophisticated AI and a variety of pressor/manipulator fields[143]. Studying this technology allowed human science to make a number of impressive leaps over the next several decades.

The Daleks eventually traced the origin of the Mechanical Planet to the Mechonoids, and launched a final decisive attack on Mechanus. The main Mechonoid city was destroyed, and with it the Mechonoid central core. However, the Mechonoid species survived, and slowly began to rebuild[144].

The Mechonoid Wars

While the Dalek forces in Earth Empire space were eventually repulsed, the Daleks had succeeded in expanding their empire elsewhere in the galaxy. This expansion slowed when the Daleks began to encounter the Mechonoids. By a quirk of time travel, while this was the first time the Daleks had encountered the Mechonoids, the Mechonoids had encountered the Daleks before.

Dispatched from Earth space in the period immediately prior to the Second Dalek War, the Mechonoids (often referred to as "Mechons") were sophisticated service robots designed to terraform alien worlds; building and maintaining human cities in preparation for the colonists that would eventually arrive. With the Dalek invasion in 2545 AD, those waves of colonists had stopped and the ident codes necessary to control the Mechonoids were lost.

Programmed for self-repair and self-improvement, the Mechonoids responded to several Dalek incursions on their worlds (Including one by time-travelling Daleks from the 40th century) by upgrading their central command computers, developing increasing levels of autonomy and tactical decision-making ability until they eventually became virtually self-aware, building a small empire of their own with the planet Mechanus at its heart.

The new Mechonoid species encountered the Daleks building an inter-stellar refuelling station in the Oric system. The Mechonoids used a tight-beam broadcast to subvert the mind of a lone Dalek worker, causing it to perceive other Daleks as enemies and attack them. The Mechonoid ship was located and destroyed by a Dalek gunship, which was then itself destroyed by two Mechonoid interceptors. The Mechonoids then broadcast a warning message to the Daleks to stay away. True to form, the Daleks took the warning as a challenge and immediately began preparing for war[145].

After acquiring the technological secrets of a hundred worlds during the conquest of the planet Phryne, the Daleks used the basic principles of what would become their planetary propulsion science to alter the course

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[142] *The Dalek World: The Secret Struggle*, Short story, Souvenir Press
[143] *The Dalek World: The Orbitus*, Comic strip, Souvenir Press
[144] *The Dalek World: The World That Waits*, Comic strip, Souvenir Press
[145] *The Dalek Chronicles: Eve of the War*, Comic strip, TV21

of a fast-moving rogue planet and set it on a collision course with Mechanus[146].

Aware of the coming conflict between Daleks and Mechonoids, the inhabitants of the planet Zeros sent a robot operative to prevent the Daleks from achieving such a decisive victory and turning their ambitions outwards once more. The robot successfully manipulated the Daleks into destroying the rogue planet and informed the Mechonoids that they had done it with the intention of saving Mechanus. The Mechonoids took this as a show of strength and postponed their plans to annex Dalek space while they developed greater weapons technology[147]. After acquiring the technological secrets of a hundred worlds during the conquest of the planet Phryne, the Daleks used the basic principles of what would become their planetary propulsion science to alter the course of a fast-moving rogue planet and set it on a collision course with Mechanus[148]. Aware of the coming conflict between Daleks and Mechonoids, the inhabitants of the planet Zeros sent a robot operative to prevent the Daleks from achieving such a decisive victory and turning their ambitions outwards once more. The robot successfully manipulated the Daleks into destroying the rogue planet and informed the Mechonoids that they had done it with the intention of saving Mechanus. The Mechonoids took this as a show of strength and postponed their plans to annex Dalek space while they developed greater weapons technology[149].

Once repelled from Earth in the 31st Century, the Daleks once again turned their attention to the Mechonoids, fighting them on Mechanus and Hesperus. The conflicts were long and arduous, with dozens of worlds and species destroyed as collateral. In the face of Dalek aggression, the Mechonoids expanded their capabilities with a wide variety of add-on weapons and equipment, including wings and weapons attachments capable of turning a Mechonoid into a space fighter[150], the equivalent of a Dalek hoverbout.

The Mechonoid Wars went on sporadically for centuries, and ended when the Daleks destroyed the final Mechonoid stronghold on Magella, shortly before they began preparations for the war against Gallifrey[151].

Cold War in Space

After the first of the Mechonoid Wars, the Daleks seemed to lose interest in Earth and Mutter's Spiral, instead concentrating on expanding their holdings in the surrounding galaxies. Over the next few hundred years they gained control of over seventy inhabited worlds in the Andromeda galaxy and forty more in Miros. Further, they cemented diplomatic relations with the leaders of several extra-galactic cultures, behaviour previously unheard of in the Daleks.

Far from losing interest, the Daleks never lost sight of their ultimate goal; the conquest and eradication of humankind. Their endeavours beyond Mutter's Spiral were part of a plan that was breath-taking in its sheer

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146 *The Dalek Chronicles: The Rogue Planet*, Comic strip, TV21
147 *The Dalek Chronicles: Impasse*, Comic strip, TV21
148 *The Dalek Chronicles: The Rogue Planet*, Comic strip, TV21
149 *The Dalek Chronicles: Impasse*, Comic strip, TV21
150 *Trapped in Amber*, Online comic strip, mechmaster.co.uk
151 *The Doctor Who Files: Birth of a Legend*, Short story, BBC Books

audacity.

The Dalek master plan was to forge a secret alliance with the leaders of several expansionist extra-galactic power blocs, with the intention of launching a massive attack on Earth Alliance space, spearheaded by the deployment of a Dalek temporal weapon; the Time Destructor. This horrible weapon literally consumed time, squeezing the passage of decades into mere minutes, so that anything affected would age to dust. To power such a device required a power source unlike any other, the temporally unstable radioactive element Taranium. Incredibly rare, Taranium could be found on the planet Uranus in Earth's solar system, and it was provided to the Daleks by Mavic Chen, the guardian of that Solar System, in return for a share of galactic power.

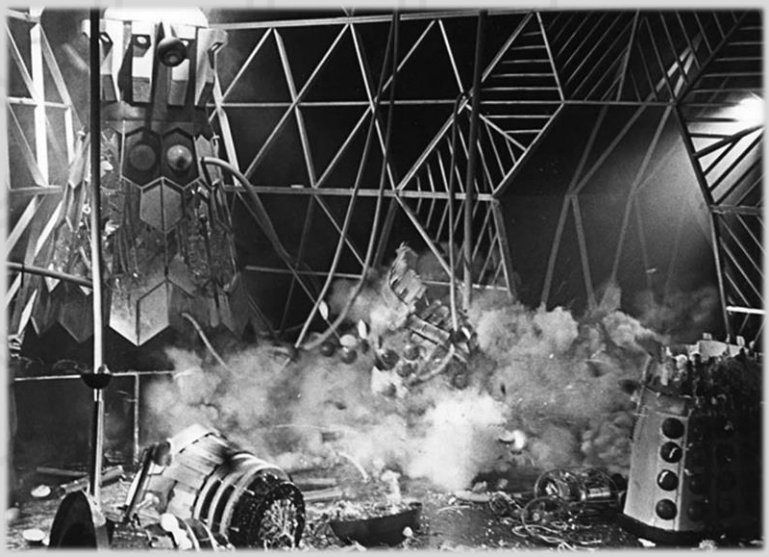
Chen was a megalomaniac, who planned to double-cross the Daleks and the members of their "grand alliance" and seize power for himself. Ultimately, due to the interference of the first incarnation of the Doctor, his plans and those of the Daleks were doomed to failure. The Daleks time weapon was triggered on their bridgehead world of Kembel, and their taskforce was undone by the loosed forces of time[152].

First Dalek Civil War

By the 40th century the Daleks had finally mastered time travel. While their time technology was still crude and resource intensive compared to that of the Time Lords, it was nonetheless effective, and they launched several time missions from this period.

The first mission was to see if time travel would allow them to overturn previous defeats. The Daleks took advantage of a weak point in human history to re-write the defeat of their occupation of Earth in the 22nd Century. They succeeded in creating an alternate 22nd century, one in which they had invaded Earth after it had been devastated by centuries of war. The invasion (and the paradox that allowed it to happen) was undone by the third Doctor and his companion, Jo Grant[153].

The second mission involved a Dalek assassination squad being sent in a time ship after the Doctor in his first incarnation, in the hope of eliminating him and undoing all his subsequent interference in Dalek plans. This too failed.



Finally, a group of Daleks were sent back to Earth in 1866 AD, latching on to the time experiments of Theodore Maxtible and Edward Waterfield, with the intention of capturing the Doctor and using his knowledge of time travel to spread the Daleks – through the medium of a biodata imprint – throughout human history.

This last mission partially succeeded. The Dalek time squad succeeded in capturing the second incarnation of the Doctor and his companion, and forced him to analyse and extract the biodata imprint of humanity's essential qualities – the "human factor" – which the

[152] *The Daleks' Master Plan*, TV, BBC
[153] *Day of the Daleks*, TV, BBC

Daleks could then use to create its antithesis, the Dalek Factor. However, the Daleks of this time-period were unaware that the Doctor was not human, and failed to realise that attempts to condition him into obedience with the Dalek factor would fail. The Doctor instead managed to condition dozens of Daleks with the human factor, and when these humanised Daleks questioned their orders, civil war broke out. The resulting destruction engulfed the Dalek city on Skaro. While a small group of the humanised Daleks escaped Skaro, most were exterminated. During the fighting the casing of the Dalek Emperor, nerve-centre of the Dalek race, was destroyed, leaving the empire in chaos.

First Invasion of Gallifrey

While the Dalek Empire reeled from the loss of the Emperor, Daleks in other time-periods remained active and continued to build their forces. In 5256 AD, a Dalek temporal task-force invaded the Great Library of Kar-Charrat, and despite the opposition of the seventh Doctor, succeeded in obtaining a partial download of the vast wealth of information stored there.

Concurrently with this, the taskforce initiated one of their most daring gambles yet. Twenty years previously, representatives of all the temporal powers – all those races with time travel capability, with the obvious exception of the Daleks – had gathered in the Archetryx system to investigate the unusual temporal properties of a mineral found on a small planetoid, Etra Prime. The Daleks succeeded in taking Etra Prime and the representatives researching it out of time, allowing them to mine and study this rare element. One of the representatives taken as a slave was Romanadvoratrelundar, then President of Gallifrey and a former travelling companion of the Doctor.

After subverting a conference on Archetryx intended to uncover the truth of what had happened to Etra Prime, and launching attacks on the home worlds of the assembled temporal powers, the Daleks sent a time ship back in time into the heart of the Seriphia galaxy (a galaxy neighbouring Mutter's Spiral, over four times as large and containing six hundred billion stars) and detonated it. The element created an expanding wave of destruction that, if not stopped, would consume the universe. The Daleks invaded Gallifrey by using an exterminated fleet of Monan time ships as camouflage, and succeeded (with the Doctor's help) in stopping the Apocalypse effect at the edge of the Seriphia Galaxy. In a final act of cunning, the Daleks accelerated time within Seriphia, creating a brand-new galaxy devoid of intelligent life, which the Daleks promptly annexed as part of their empire. The residual temporal acceleration allowed the Daleks to create "a million Skaros" almost instantly from the point of view of those outside Seriphia. Despite the death of the Dalek invasion force on Gallifrey and opposition from the Time Lords, the Daleks retained possession of Seriphia, and used it as a launching pad for their next ambitious plan.

The Great Occupation

In 4162 AD, Dalek forces occupying Seriphia – led by a new Emperor – launched a massive invasion of

Mutter's Spiral. An armada of thousands of ships smashed through the Earth Alliance's defences, capturing and enslaving world after world. Where previous invasions had failed, this one was to succeed. The Daleks manipulated a human captive – Susan Mendes, sometimes called the "angel of mercy" – into giving their slave workers hope, which made them more efficient. Mendes and her associate Kalendorf were covertly building a rebellion, which the Daleks were entirely aware of.

In truth, the entire invasion of Mutter's Spiral was a distraction, designed to keep Earth Alliance forces busy while the Daleks took control of the top-secret *Project Infinity*.

Project Infinity was a quantum reality mapping initiative, funded by the Earth Alliance with the specific intention of finding a way to rid the universe of the Dalek threat once and for all. The Infinity Scan was to utilise a dimensional rift to probe other nearby quantum realities in search of one in which the Daleks had finally been destroyed. It would then download the necessary information and the Earth Alliance would then put it to good use. It was an ambitious plan, and it might possibly have worked, had the Daleks not become aware of it through their network of spies and informants.

While the galaxy was struggling to overthrow the Dalek occupation force, the Dalek Emperor and its forces circumnavigated the galaxy and took control of Project Infinity. The Daleks then used the device to scan for a reality in which the Daleks were the dominant life-form and open a gateway between that universe and the home reality. The Daleks of the home reality hoped to ally with the alternate universe Daleks and finally eradicate mankind. However, when the alternate reality Daleks learned of the nature of those who had summoned them, they turned on the home reality Daleks, accusing them of crimes against sentient life. These Daleks were the protectors and law-enforcers of life in their home universe, not the conquerors, and allied themselves with the Earth Alliance against the home reality Daleks[154]. The resulting war dragged on for decades, with both sides evenly matched and no end in sight.

Eventually Kalendorf, the brilliant Velyshaan strategist behind the Earth Alliance fleet, learned the truth about the Mentor and her Daleks; that they were just as single-minded and ruthless in their pursuit of peace and order as the home reality Daleks were in pursuit of conquest. The Mentor's Daleks had punished those worlds unwilling or unable to join the war by obliterating them, and was secretly researching ways to make humanity more compliant, all in the name of peace. Kalendorf switched sides, allying with the home reality Daleks to drive the Mentor and her Daleks back to their home universe.

During the struggle, Kalendorf's friend, the collaborator Susan Mendes, had been captured by the home reality Daleks, and her mind was used to store the consciousness of the Dalek Prime when it had been captured by the Mentor. The Daleks knew the Mendes would be rescued by her friends and that they would do anything to keep her safe, thereby protecting the Emperor until its consciousness could be downloaded into a new body. After the Mentor's Daleks had been driven back, the home reality Daleks occupied Earth, and established a new command hub there. The Emperor's consciousness activated within the body of Susan Mendes, and controlled the Empire from within that form.

Unknown to the Daleks, Kalendorf had implanted a psychic death wish within the consciousness of Susan

[154] *Dalek Empire*, Audio, Big Finish Productions

Mendes, and succeeded in activating it within the mind of the Emperor. The psionic pulse raced outward through the Dalek command network, using the Emperor's security override to defeat every attempt to block it. The resulting devastation destroyed every Dalek and piece of associated technology in Mutter's Spiral, and spread as far as Seriphia, where it was eventually stopped. The destruction – referred to by historians as The Great Catastrophe – threw Mutter's Spiral into a dark age that took nearly two and a half thousand years to recover from, and Kalendorf passed into legend as the "bringer of death"[155].

The Movellan Wars

While the surviving Daleks in the Seriphia galaxy struggled to rebuild their empire, they came under attack by a massive armada from the neighbouring Andromeda galaxy. The attackers were a race of technologically sophisticated androids – the Movellans – and they were to prove the downfall of the resurgent Dalek Empire.

Highly advanced, capable, and ruthless, the Movellans and the Daleks proved evenly matched, and after a few inconclusive battles the two forces became locked in a stalemate. Each move one force made, the other countered almost instantly, resulting in a cold war lasting centuries, in which neither side could gain a decisive advantage.

Recognising that their increased dependence on logic made it impossible for them to break the deadlock, the Daleks returned to Skaro, in the hope that perhaps by recovering and studying the brain of their creator Davros they could regain some of the cunning they had lost.

The Return of Davros

The Daleks succeeded in recovering Davros alive from the buried ruins of his bunker. Far from dying when his first Daleks had exterminated him, Davros had been put into a form of suspended animation by his life support systems, and he now awoke to find that his Daleks once again needed him. Due to interference by the fourth incarnation of the Doctor and a Movellan strike force, the Daleks failed to get Davros off-planet, and he was returned to Earth as a prisoner. After a brief trial for crimes against all sentient life, Davros was imprisoned in cryo-stasis on a secure space station.

Without Davros's guidance, the Daleks returned to a stalemate with the Movellans. Having discovered the cyborg nature of the Daleks, the Movellans created a virus, designed to attack both the Dalek casing and the mutants within, and released it among the Dalek ranks. The results were devastating, shattering the Dalek forces into factions as each fleet sought to distance itself from the others to avoid infection.

One Dalek Supreme sought to release Davros from captivity, as his unparalleled knowledge of Dalek genetics could help them discover a cure or counter to the Movellan virus. Davros attempted a coup, using mind-controlled Daleks to do his bidding, but was defeated when he too proved vulnerable to the virus, which attacked both his systems and his tissues[156]. His life-support systems eventually countered the disease, and

[155] *Dalek Empire 2: Dalek War*, Audio, Big Finish Productions
[156] *Resurrection of the Daleks*, TV, BBC

he ejected from the space station in an escape pod.

The following decades were marked by factional in-fighting among the Daleks, previously a species united behind a common cause, with each faction pursuing its own path to conquest. One faction travelled back in time to the new Earth system in 2430 AD, to use the system as a Dalek creche[157], while another leapt forward in time to take control of the artificial star system called Crivello's Cauldron[158].

Decades later, Davros's capsule was recovered from deep space and eventually stolen by galactic business man Arnold Baynes and his wife, Lorraine. With the inadvertent help of the sixth incarnation of the Doctor, Davros was revived from suspension, and was offered a position at Bayne's intergalactic corporation, Trans-Allied Inc (TAI).

Davros claimed to be working on a way to combat famine and slowly gained control of the corporation. Having analysed the galactic economy he hatched a plot to collapse it by disseminating a series of equations that could predict the stock market flawlessly. In the resulting economic chaos Davros would step in, using the assets of TAI to seize control and place the galaxy on a war footing. Suffering memory deterioration due to his time in suspended animation, Davros fled the planet, but the Doctor took control of his craft and crashed it into the planet, apparently killing Davros in the process.

Davros succeeded in escaping the crash using the ship's onboard transmat platform, and quietly established himself on the planet Necros, a memorial world in which the wealthy of galactic society were interred in suspended animation. He immediately began construction of a new race of Daleks in advanced battle-shells, converting the suspended residents of the planet into Daleks using retro-viral surgery and biodata modification, while converting the waste tissue into a high-protein foodstuff that he used to relieve the galactic famine and fund his researches.

Due in part to the intervention of the sixth incarnation of the Doctor, the Daleks on Skaro learned that Davros was still alive, and captured him, intending to return him Skaro for trial[159]. Davros attempted to escape from the Daleks in transit, and caused the transport ship to crash on the planet Lethe. Surviving the crash, Davros used nanotechnology to alter the perceptions of those around him, and set himself up as the benevolent Professor Vaso. The impact of his ship had uncovered a cache of deactivated Mechonoids, which Davros recognised the potential of even though he had never encountered them before. He began work renovating and upgrading the Mechonoids, replacing their central processors with harvested human tissue, in the hope of creating something that could defend him against the Daleks. The Daleks succeeded in locating Davros, and they went to war against his "Juggernauts". Davros's life-support system was damaged during the conflict, and his self-destruct system was triggered, destroying the Daleks and the Juggernauts[160].

Davros's organic half was rescued via transmat by the Daleks. A new life-support system was provided to keep him alive on the journey back to Skaro, where the long-awaited trial commenced. Escaping with the help of the sixth Doctor, Davros established himself on Spiridon, where he succeeded in reactivating and converting the Dalek army trapped in suspended animation by the third Doctor so many centuries beforehand. Having upgraded their casings, Davros then led his Dalek army back to Skaro, where he succeeded in destroying the Dalek Prime with the help of the seventh Doctor. Severely injured by the notorious Dalek Killer, Abslom Daak, Davros was rebuilt into a new Dalek casing and assumed the role of Emperor.

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157 *The Dogs of Doom*, Comic strip, Doctor Who Magazine
158 *Fire and Brimstone*, Comic strip, Doctor Who Magazine
159 *Revelation of the Daleks*, TV, BBC
160 *The Juggernauts*, Audio, Big Finish Productions

Second Dalek Civil War

Having taken control of Skaro, Davros continued his program of upgrading the Daleks, and attempted to bring the separated factions under his control. His alterations to the Skarosian Daleks provoked a hostile response from the factions, resulting in a second Dalek civil war between the "renegade" factions and his Imperial Daleks.

After decades of conflict, Davros sought to end the war by making his Daleks a temporal power to rival the Time Lords. Several times before the Daleks had attempted to make strikes at the Time Lords, but they had always ultimately failed. This time he intended to use their own technology against them. Responding to hints made to him by the seventh incarnation of the Doctor, Davros led an expedition of Imperial Daleks back in time to Earth in 1963 AD, seeking a legendary Time Lord device called the Hand of Omega. A small group of renegade Daleks also made the trip, seeking to obtain the device before Davros and use it to eliminate him and his Imperial Daleks.

Davros's Daleks succeeded in exterminating the renegades and obtaining the device. It was only when he attempted to use it to transform one of Skaro's suns into a stabilised black hole that could be used to fuel Dalek time travel did he learn that he had been duped by the seventh Doctor. The Doctor had pre-programmed the Hand of Omega, and when Davros sent it through a time corridor to Skaro's star system, it detonated the target star and destroyed Skaro. Feedback from the explosion was channelled back down the open time corridor and destroyed Davros's forces in 1963, though he himself escaped in a cryogenic suspension capsule and was ejected from the Vortex in the late 68th Century[161].

Davros's escape pod was eventually discovered by a human garbage ship called the *Quetzel*. A Thal taskforce, detected a homing beacon in the pod and took control of the ship, intending to take Davros back to Thal space and force him to upgrade them into better Dalek fighters. Unknown to the Thals, a Dalek ship had also detected the beacon. After a brief battle, the Daleks succeeded in taking the crew (including the eighth Doctor and his travelling companion Sam Jones) and Davros prisoner. The group was taken to Skaro, which seemed unharmed after it's apparent destruction a century earlier.

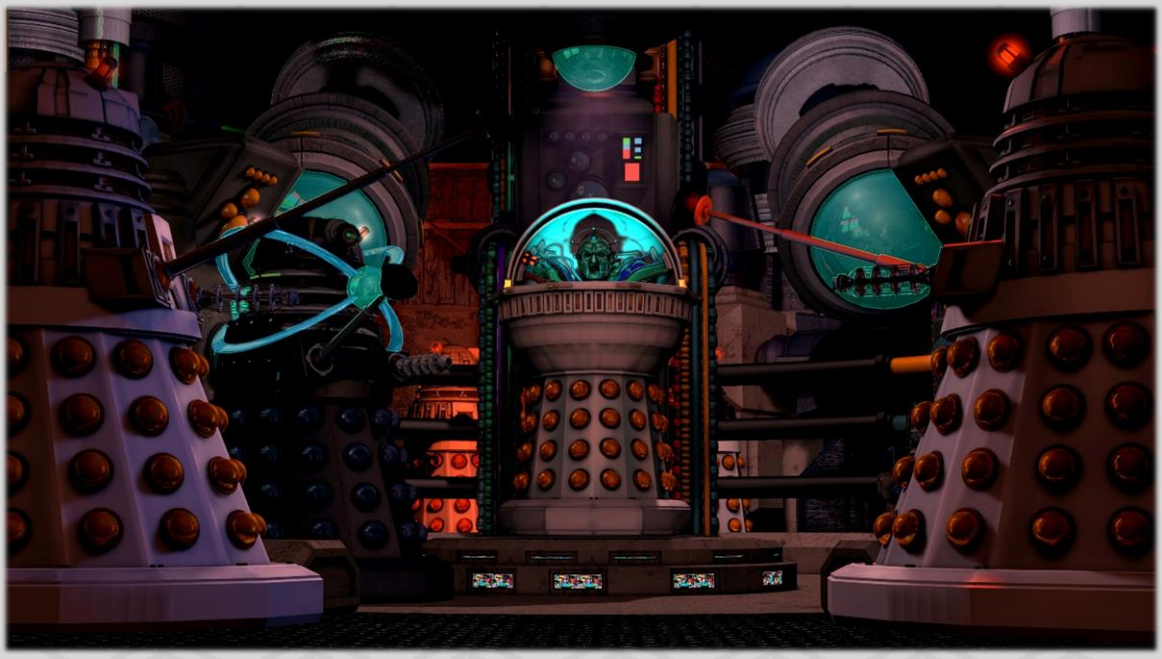
Arriving on Skaro, Davros was again put on trial. The Dalek Prime claimed that Davros's actions had led to the destruction of Skaro, a destruction only avoided because the Daleks had uncovered historical records from 1963 AD that had given them the foresight necessary to ensure that a substitute world – Antalin – was destroyed instead. The Dalek Prime also claimed that the entire Movellan War was part of the same ruse, a statement clearly disproved by the facts.

Daleks loyal to Davros turned on the Dalek Prime, resulting in another civil war erupting on Skaro. This was something that the Dalek Prime had anticipated, and it used the opportunity to identify and destroy all Daleks not completely loyal to it. During the fighting, the Doctor and his allies escaped from Skaro. After Davros and his Daleks were defeated, Davros was apparently executed by matter dispersal, but his pattern was recorded by a loyal Spider Dalek[162]. Later reconstructed, Davros escaped Skaro in a Dalek time capsule, but became

[161] *Remembrance of the Daleks*, TV, BBC
[162] *War of the Daleks*, Novel, BBC Books

lost in the Vortex[163].

Believing Davros dead, the Daleks were a united force for the first time in centuries. Almost immediately, they began building their forces for an attack on Mutter's Spiral.



The Metal World

Davros was recovered from the Vortex by the crew of a Nekkistani time ship, and he repaid their kindness by killing them. Increasingly insane, he developed a virus based on a thought experiment used by the fourth Doctor to gauge his sanity when they first met on Skaro, thousands of years before. The virus was utterly lethal, capable of killing every living thing in the universe.

Swearing revenge upon the Doctor for his many defeats, Davros piloted the time ship to Earth, where he created a new race of Daleks from humanity, leaving only a few survivors. These Daleks built an armoured shell for the planet, possibly to help it retain its atmosphere when relocated.

With the arrival of the eighth Doctor, Davros's insanity escalated, and he now oscillated between his own personality and that of the Dalek Emperor. Eventually his personality was completely subsumed by the Emperor identity, and the Doctor forced the Daleks to leave Earth with their new Emperor by threatening to release Davros's apocalyptic virus[164]. What happened to these Daleks and the being that Davros had become is unknown.

Second Great Occupation

By the 67th Century, civilisation in Mutter's Spiral was beginning to recover from the Great Catastrophe. Intergalactic travel and trade had resumed, and technology was advancing slowly, though was not yet at the level it had been in the 40th Century. The Galactic Union had succeeded the Earth Alliance as the dominant political entity in the galaxy, and was slowly drawing in those lost colony worlds that had survived the great catastrophe, though there was unrest at this on the border worlds.

A debilitating space plague, called NFS (Neurotransmitter Failure Syndrome) began to sweep through the out

[163] Speculation.

[164] *Terror Firma*, Audio, Big Finish Productions

planets, causing the Galactic Union to close its borders. The Border Worlds, desperate or help, accepted the assistance offered to them by the Daleks, who at this point had been entirely forgotten by humanity due to the destruction caused by the Great Catastrophe. The Daleks converted whole star systems into hospice facilities for sufferers of the plague, and offered treatment with something they called "Variant 7".

Unknown to the Galactic Union and the Border Worlds, the space plague had been engineered and released by the Daleks. Keen to increase their numbers after being decimated by Kalendorf's psionic attack, the Daleks were using NFS to re-write the genetic structure of humans, converting them into Kaled mutants. Biodata elements attached to the virus indoctrinated the victims in Dalek thought, and fabrication units provided the battle-shells, producing vast armies of Daleks within Mutter's Spiral[165].

The resulting war became known as the Second Great Occupation, as military historians became aware of previous actions by the Daleks through the reports of Siy Tarkov and the archaeologist Saloran Haredew, found amongst the ruins of Velyshaa at the end of the war. Though the Daleks were still not at full strength, their numbers were so great that it appeared humanity would be overrun once again, and it was therefore a surprise when the Daleks abruptly withdrew their forces from Galactic Union space and apparently vanished from space time.

The Time War

The Daleks had withdrawn their forces to engage in the Last Great Time War. The reasons behind this apparently abrupt change of direction remain unknown, and perhaps always will. The events of the Time War are, naturally, hard to record in any meaningful chronological order. At the height of the fighting entire continuities were re-written from moment to moment. The opening months are, however, easier to map.

Unusually for the Daleks, their first few strikes at the Time Lords were almost subtle. They funded the temporal terrorist organisation Free Time to destabilise Time Lord society, and created the Dogma Virus, designed to strip regenerating Time Lords of their free will and higher brain functions. Taking advantage of the ensuing disruption, they then hacked into the Gallifreyan Matrix, enabling them to bypass Gallifrey's physical and temporal defences. This invasion attempt was halted by President Romanadvoratrelundar and her allies, and the invasion force was trapped within a Time Loop.

At the same time as the invasion was being thwarted, CIA Coordinator Narvinectralonum sent Lord Cardinal Valyestriandriluma back in time to recruit the fourth incarnation of the Doctor and get him to avert the creation of the Daleks on Skaro. The mission failed, and may have been the event that started the Time War.

The Time Lords sensed "something terrible on the time tracks", with many of them plagued by omens and foreboding; echoes of future events warping their timelines. This sense of doom helped overcome their natural arrogance and prepare for the coming conflict as best they could. Former President, now Controller of the CIA, Romanadvoratrelundar engaged in covert attempts to negotiate with the Daleks, on the grounds that the war was too terrible to contemplate. Predictably, the Daleks refused to listen to reason.

The Daleks began to target the various temporal powers, who had previously felt themselves relatively safe from direct attack. The Nekkistani, the Monans, the Sunari and the Warpwrights of Phaidon were all virtually wiped out by savage assaults from the Dalek Empire, and their temporal technology seized. Panicked at the loss of their allies, and realising the scale of the Daleks ambitions, the High Council of Time Lords declared war on the Dalek Empire.

Gallifrey's defences were strengthened behind the transduction barrier and the quantum shield with layered sky trenches, and quantum shielding was deployed around those worlds considered critical to the time line (such as Earth). The Time Lord War Council, operating without oversight from the High Council, created

[165] *Dalek Empire 3*, Audio, Big Finish Productions

several special projects in installations all over Gallifrey. Project Revenant built a massive Resurrection Engine in a dimensional occlusion accessed through Gallifrey's Death Zone, using a link to the APC Net to reincarnate Gallifrey's dead as soldiers for the front lines. Revered and notorious Time Lords of the past alike were resurrected with new bodies and new regeneration cycles to help fight the war. The Master was brought back from the dead as an agent of the War Council, and even Rassilon himself was given new life, taking the body of Admiral Valerian of the House of Rassilon as he accepted the Presidency, to lead the Time Lords in their most desperate hour.

Rassilon's rule took the Time Lords even further down the dark path they had started on, casting morality aside in search of victory. During the first year of the Time War he took steps to ensure that no other time-active species could be used by the Daleks to threaten Gallifrey, wiping out the Tharils, the Porfue and the Krajonnu. He experimented with retro-evolution, using dozens of Time Lords in his attempts to create a Possibility Engine, and creating the cast offs known as Interstitials[166].

The Daleks created and used dozens of temporal weapons, each worse than the last, and with every retaliation the Time Lords moved closer to being no better than their enemies, willing to pay any price in collateral damage if it meant they could defeat the Daleks.

Eventually, Gallifrey stood alone, besieged, her allies gone, and her fleets destroyed. The universe was in flames, the fabric of causality itself strained almost to the breaking point. The Daleks encircled the planet, hammering at the sky trenches until they began to collapse. When the sky trenches failed and the city of Arcadia came under attack, Rassilon proposed the final sanction; the destruction of time itself, and the ascension of the Time Lords into beings of pure thought, free from the boundaries of material space and causality.

[166] *Engines of War*, Novel, BBC Books

Before this could happen, Gallifrey vanished, scooped out of space-time into a pocket dimension, where it could recover, safe from discovery. The Dalek fleets destroyed each other in the cross-fire, and to the rest of the universe it seemed that Time Lords and Daleks had finally eradicated each other in one last apocalyptic battle.

The Empire Reborn

It was, of course, too much to hope for that the Daleks were finally destroyed. The species has displayed a genius for survival almost equal to their genius for war. They survived, first in the form of a single Dalek hidden on Earth amongst Henry van Statten's collection of alien artifacts in 21st Century Utah, then in the form of the Cult of Skaro, inadvertently retrieved from their hiding place between universes in the 21st Century by the Torchwood organisation. They clung on to existence, creating an army of hybrids in 1930's Manhattan, and finally recovering a Progenitor Device in 1940's Britain.

It was this last event that allowed them to return in strength. The device, plugged into a Dalek fabricator unit, primed by the Doctor's recognition of the Daleks, produced the command caste of a New Dalek Paradigm, grown from "pure" Dalek DNA. They in turn created more Daleks, enough to rebuild their empire and reclaim their homeworld.

Now the Dalek Empire once again spans hundreds of worlds across three galaxies, gathering its strength to once again declare war on all life in the cosmos.

The Daleks survive.

The Daleks *always* survive.

Chapter 3: The Daleks

Davros – Creator of the Daleks

The "father" of the Daleks is a paranoid, megalomaniac genius, obsessed with perpetuating himself through his creations. While insane, his is a brilliant mind, capable of absorbing and assimilating new technologies with astounding rapidity. His life-support chair has kept him alive for centuries beyond the normal Kaled life-span, and his ability to escape almost certain death gives the impression that he is somehow immortal. In his later life, he is reduced to a head cradled in a specialised Dalek casing, and eventually is personality is consumed by that of the Dalek Emperor, making him in fact what he always was in spirit; a Dalek.

In the early stages of the Time War, the Daleks resurrected him in an earlier form, and it is this version that is recovered from the Time War by Dalek Caan at the cost of its sanity. Davros survives at the heart of the Dalek Empire, in an uneasy alliance with his creations.

Davros

Awareness 2
Coordination 2
Ingenuity 7
Presence 2
Resolve 6
Strength 2

Traits:

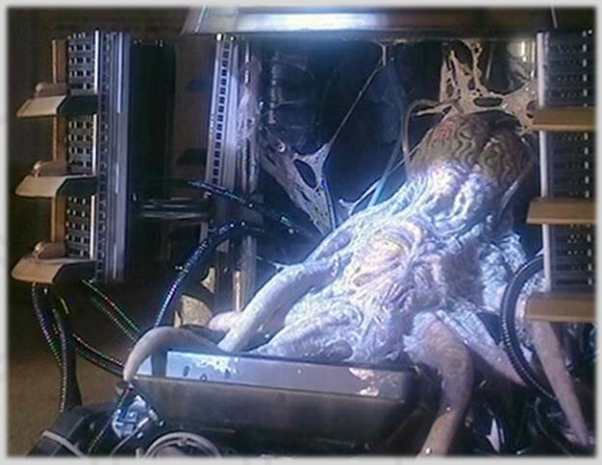
Boffin – First and foremost, Davros is a scientist.
Cyborg – Most of Davros' body has been replaced with machine parts and augmentations.
Dependency (Major) – Davros needs to remain connected to his chair's life support system to survive. He is almost completely immobile without it and it keeps his damaged body alive. Without the chair, he will have to make regular Resolve and Strength rolls, with increasing Difficulties (starting at 12) to survive.
Fear Factor (1) – Davros' reputation makes him an intimidating presence, +2 on rolls to actively terrorise.
Gadget – The life support chair also houses the Scan and Transmit Traits.
Indomitable – Davros' will is extremely strong.
Immortal (Major) – Davros' life support chair can keep him alive almost indefinitely.
Natural Weapons: Energy Beam – Sometime after his arrival on Necros, Davros gives himself the ability to fire lethal lightning from his remaining hand L (4/L/L).
Obsession (Major) – Davros is obsessed with the complete and total domination of the universe.
Scan – The same interface Daleks are equipped with is fitted into Davros' chair, allowing him to connect to computers and even with living beings to absorb data in great quantities.
Technically Adept – The creator of the Daleks is a master technician.

Skills: Convince 1, Craft 6, Fighting 1, Knowledge 6, Medicine 8, Science 8, Subterfuge 4, Survival 2, Technology 8, Transport 2.

Tech Level: 9

Story Points: 10-12

Kaled Mutant



Outside their armour, the mutant creature is repulsive and almost pitiable, but still very dangerous. However, while they are significantly less threatening and very vulnerable, they are far stronger than they appear and still have the will to kill and destroy. The mutant creature is little more than a brain with tentacles and a single eye, though some mutants are quite large with many strong grasping tentacles. If left for an hour outside a survival suit the mutant will tire and die. In this time, they will do anything to return to the protection of their shell, becoming more dangerous and desperate with each minute.

Despite being boneless and apparently fragile, Kaled mutants are exceptionally robust, and can heal injuries to themselves at a frightening speed[167]. They are engineered not to die from old age, though they do deteriorate and eventually liquify into a mass of aggressive living protoplasm[168].

Kaled Mutant

The Attributes of the Kaled mutant vary throughout Dalek history (see the individual entries below), but their Traits remain relatively constant.

Traits:

Alien Appearance (Major)
Climbing (Minor)
Dependency (Major) – The Kaled mutant is unable to survive outside of its Dalekanium casing for very long and it is very vulnerable. After an hour outside, the mutant will have to make regular Resolve and Strength rolls, with increasing Difficulties (starting at 12) to survive.
Fast Healing (Special) – Davros engineered the Daleks to "not die", and their ability to heal is equally robust.
Fear Factor (4)
Immunity (Radiation) – The mutants were bred to thrive in the toxic environment of a broken world.
Natural Weapons: Tentacles (Minor) – The mutants tentacles can do (2/5/7) close combat damage.
Slow (Minor) – Outside of the armour, a Dalek mutant's movement is incredibly limited (Speed 1).
Technically Adept – Daleks are brilliant scientists and technicians.

Skills: The mutant's skills vary from era to era (See individual entries below)

Story Points: 2-4

Some mutants also have a poisonous bite or sting;

Natural Weapon: Bite (Minor) – The mutant can deliver a "bite" to a victim, doing (1/3/4) damage. This bite is often poisonous, although the potency depends on the mutant in question. By spending a Story point the mutant is poisonous enough to induce unconsciousness and extreme fever on a successful attack.

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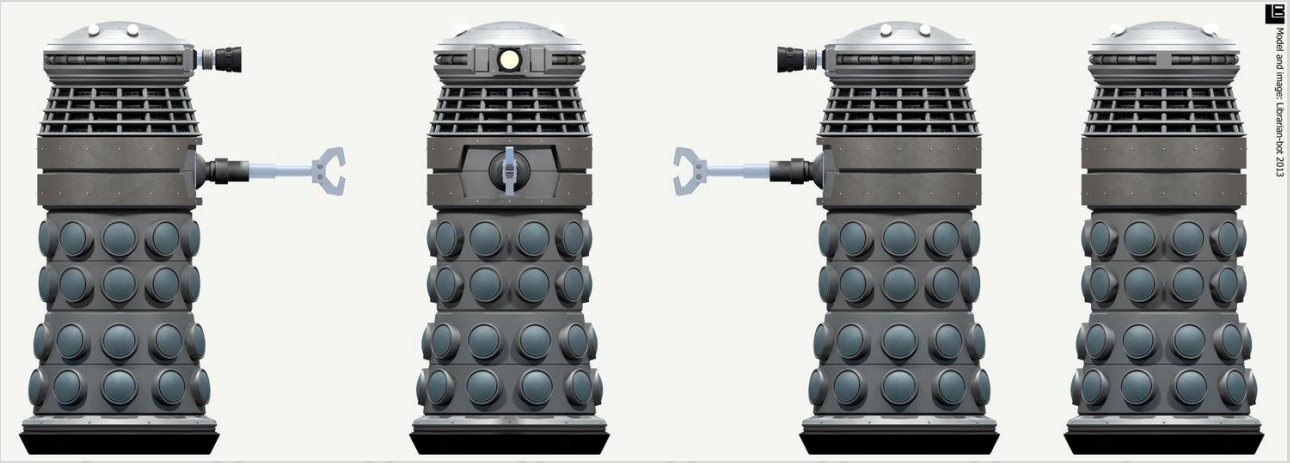
[167] *Jubilee*, Audio, Big Finish Productions
[168] *The Witch's Familiar*, TV, BBC

Dalek Prototype (Mark I Travel Machine)



Davros's earliest efforts bear only the slightest resemblance to the final Dalek form. Cylindrical, with a single claw arm and no weapon, the prototype Mark I travel machine was extremely limited, little more than a robot life-support system with an organic cerebral cortex hard-wired into the central processor. The first of these was not a Kaled mutant but was in fact a Thal spy by the name of Baran who had been subjected to Davros' mutagenic surgery[169]. It is not known how many of these Davros constructed before moving on with the project, or what happened to them.

Dalek Prototype (Mark I Travel Machine)

Awareness 2
Coordination 2
Ingenuity 1
Presence 2
Resolve 2
Strength 2

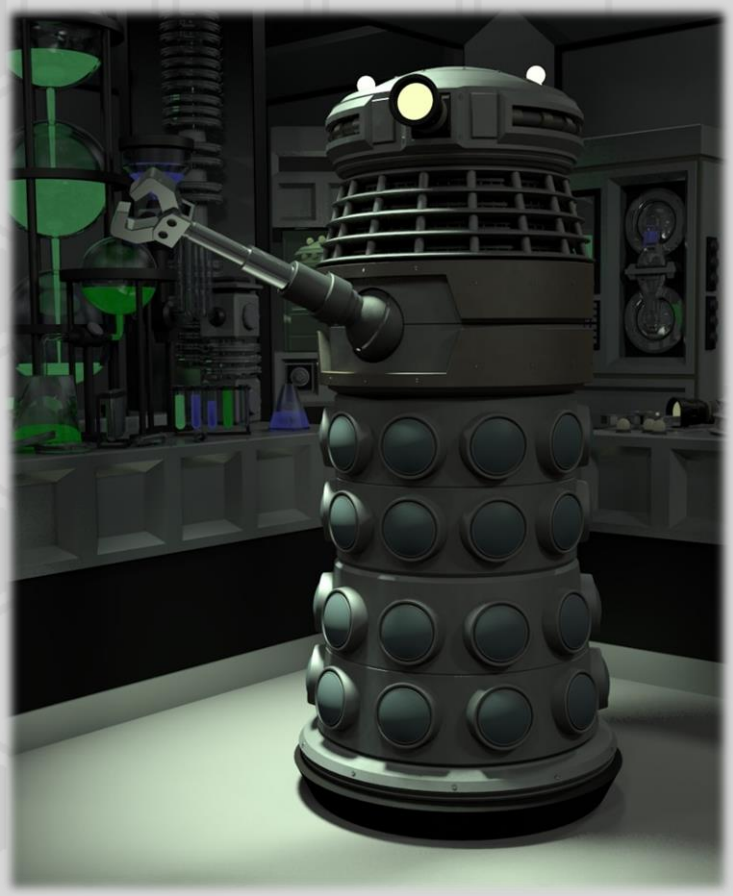
Traits:

Armour (Minor) – This prototype armour shell can only deduct 5 points of damage.
Cyborg
Natural Weapon: Claw (Minor) – The manipulator claw does Strength +2 close combat damage.
Restricted Movement – This prototype can only navigate flat surfaces.

Skills: Convince 1, Fighting 2, Medicine 1, Science 2, Subterfuge 1, Survival 2, Technology 2

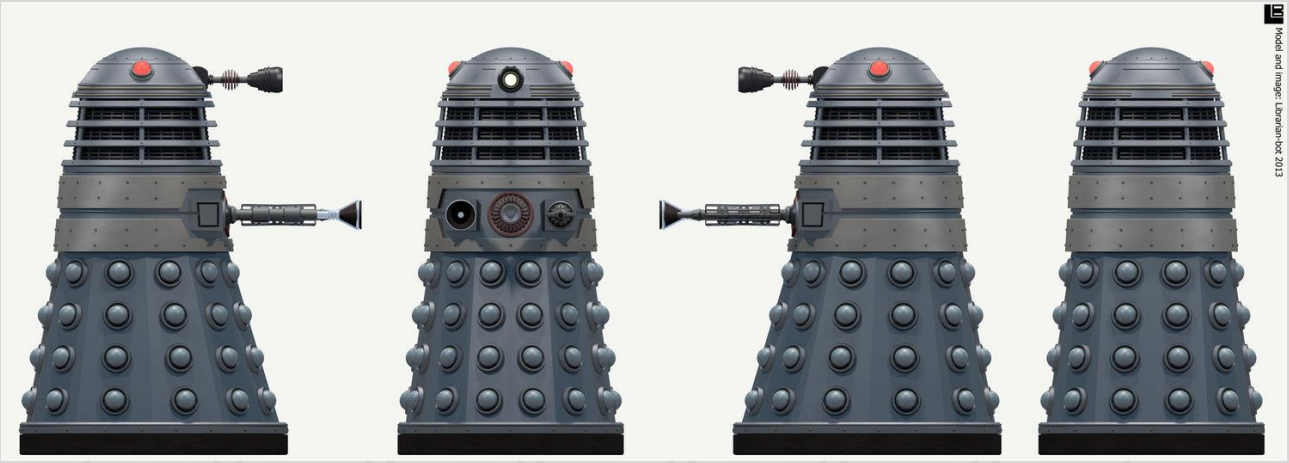
Technology Level: 5

Story Points: 5-8



[169] *I Davros: Guilt*, Audio, Big Finish Productions

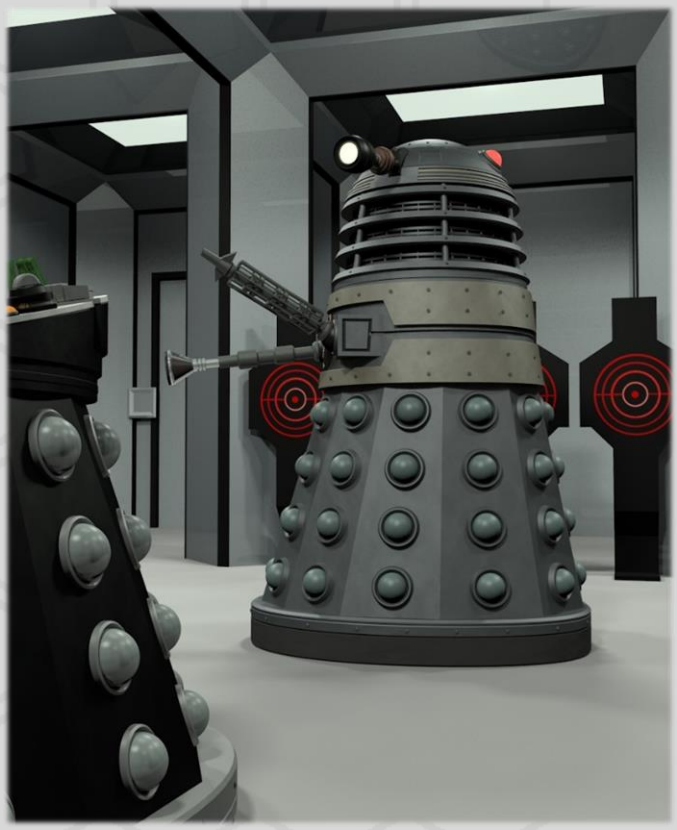
Dalek Prototype (Mark II Travel Machine)



Davros's second attempt at a travel machine is still primitive and prone to overheating but is recognizably a Dalek. The sensors are primitive and manipulator arm is functional, though not as versatile as the final version. The machine carries an early prototype of the Daleks infamous exterminator weapon and must draw power from an external source. At this point Davros has yet to complete the vocal interface, and the Dalek voice is a flat monotone, incapable of expressing emotion or emphasis.

Note: For all entries below, the Dalek mutant inside the casing has the attributes in brackets; it has a Speed of 1 and cannot survive for long outside of the shell. It also takes damage as normal once removed from its armoured casing.

Dalek Prototype (Mark II Travel Machine)



Awareness 2 (3)
Coordination 2 (3)
Ingenuity 2 (2)
Presence 3 (2)
Resolve 3 (3)
Strength 6 (5)

Traits:

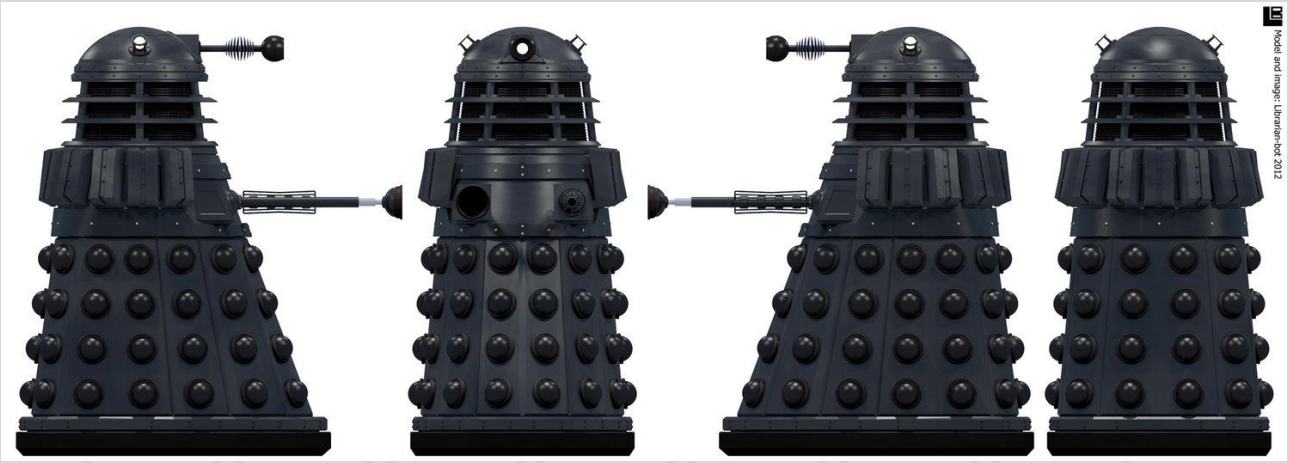
Armour (Minor) – This is a weaker version of the Dalek's famous Dalekanium armour shell and can only deduct 5 points of damage.
Cyborg
Fear Factor (3) – Daleks are terrifying, getting a +6 to rolls when actively scaring someone.
Natural Weapon: Exterminator – The Daleks encountered upon the Dead Planet use a deadly form of this weapon that can emit a beam which can kill or paralyse their victims. (L[4/L/L]).
Restricted Movement – Mark II Travel Machines still cannot negotiate uneven terrain.

Skills: Convince 1, Fighting 2, Marksman 1, Medicine 1, Science 2, Subterfuge 1, Survival 2, Technology 2

Technology Level: 5

Story Points: 5-8

Dalek Prototype (Mark III Travel Machine)



The Mark III Dalek prototype is the first true Dalek, but lacks the ability to scan computers, fly, or generate force fields. However, they can move freely[170], though their power cells (mounted externally on the mid-section) have a limited capacity and require frequent recharging[171].

At this point in their history, the form of the Kaled mutant has been stabilised, though some mutants have yet to have their genes adjusted to remove the finer emotions.

Dalek Prototype (Mark III Travel Machine)

Awareness 3 (3)
Coordination 2 (3)
Ingenuity 4 (4)
Presence 4 (3)
Resolve 4 (4)
Strength 7 (5)

Traits:

Armour (Minor) – This is a weaker version of the Dalek's famous Dalekanium armour shell and can only deduct 5 points of damage.
Cyborg
Environmental – Daleks can survive in the vacuum of space, or underwater.
Fear Factor (3) – Daleks are terrifying, getting a +6 to rolls when actively scaring someone.
Natural Weapon: Exterminator –The Daleks weapon can emit a beam which either kills or paralyses their victims. (L[4/L/L]).
Technically Adept – The early Daleks are brilliant scientists and technicians.
Restricted Movement – Early Daleks can navigate uneven terrain, but it takes them time (Speed 1).

Skills: Convince 1, Fighting 4, Marksman 3, Medicine 1, Science 3, Subterfuge 3, Survival 4, Technology 4

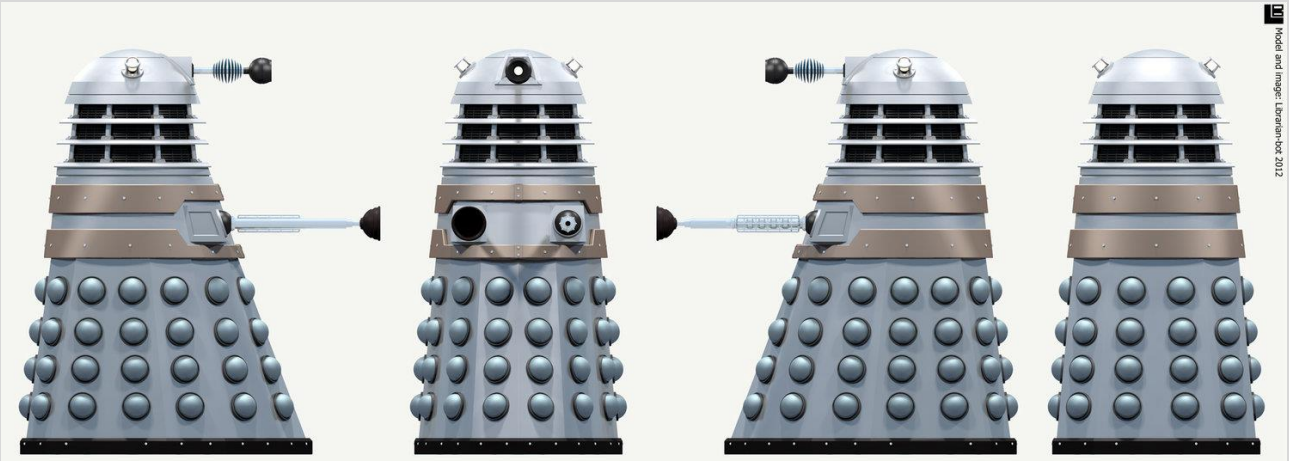
Technology Level: 5

Story Points: 5-8

[170] *Genesis of the Daleks*, TV, BBC
[171] Speculation

Models and image: Librarian-bot 2012

Dalek (City Era)



These early Daleks are more limited than their future descendants. Notably, they are limited by their need for static electricity – they cannot fly or move outside the boundaries of the city.

Dalek (City Era)

Awareness 3 (2)
Coordination 2 (3)
Ingenuity 4 (4)
Presence 3 (2)
Resolve 4 (4)
Strength 5 (3)

Traits:

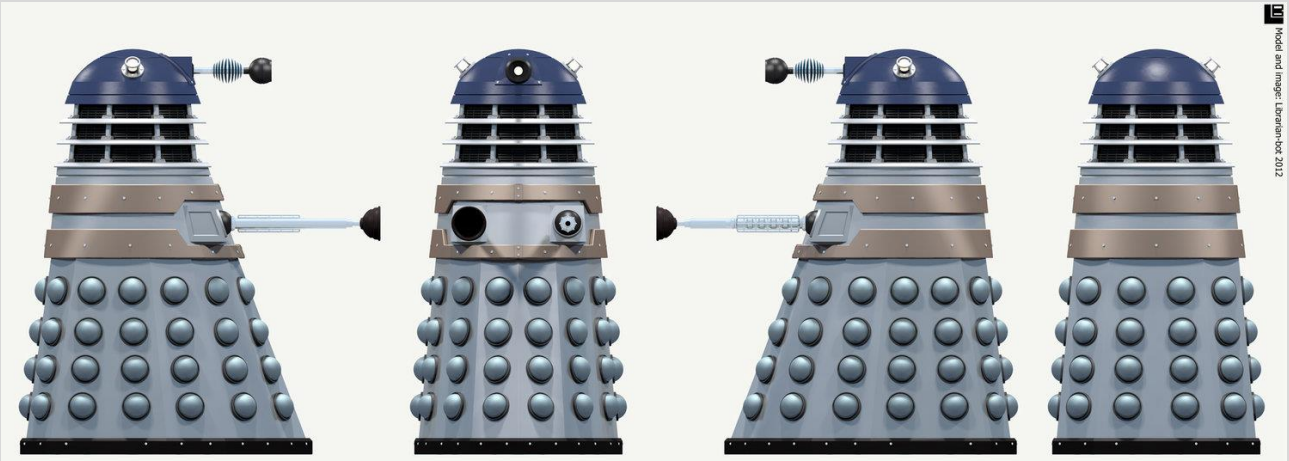
Armour (Minor) – This is a weaker version of the Dalek's famous Dalekanium armour shell and can only deduct 5 points of damage.
Cyborg
Environmental – Daleks can survive in the vacuum of space, or underwater.
Fear Factor (3) – Daleks are terrifying, getting a +6 to rolls when actively scaring someone.
Natural Weapon: Exterminator –The Daleks encountered upon the Dead Planet use a deadly form of this weapon that can emit a beam which either kills or paralyses their victims. (L[4/L/L]).
Scan – The early Daleks can interface with computers and complex machines.
Technically Adept – The early Daleks are brilliant scientists and technicians.
Restriction – The Daleks from the Dead Planet were unable to leave their city of metal; they required static electricity for power that was distributed through the metal flooring from a central hub generator. A Dalek cut off from the floor (either lifted off the ground or blocked by a non-conductive object like a cloak) loses 1-6 points of Strength and Resolve each round. When reduced to 0 Strength and Resolve, it shuts down.
Weakness – The Dalek mutant is extremely vulnerable to the effects of the Thal anti-radiation drug. If the mutant is injected with the drug, it falls ill and is reduced to 0 Co-ordination within minutes. Depending on the dose, this could prove fatal.

Skills: Convince 2, Fighting 4, Marksman 3, Medicine 1, Science 3, Technology 4

Technology Level: 5

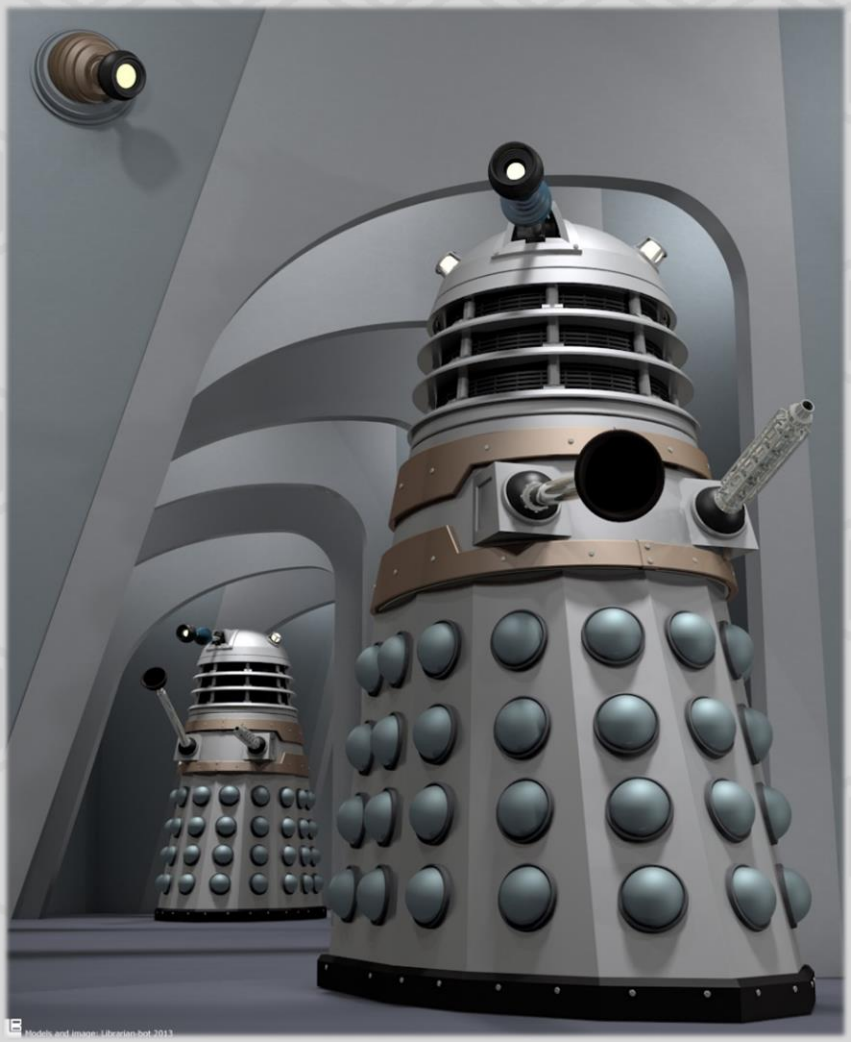
Story Points: 2-3

Dalek Elite (City Era)

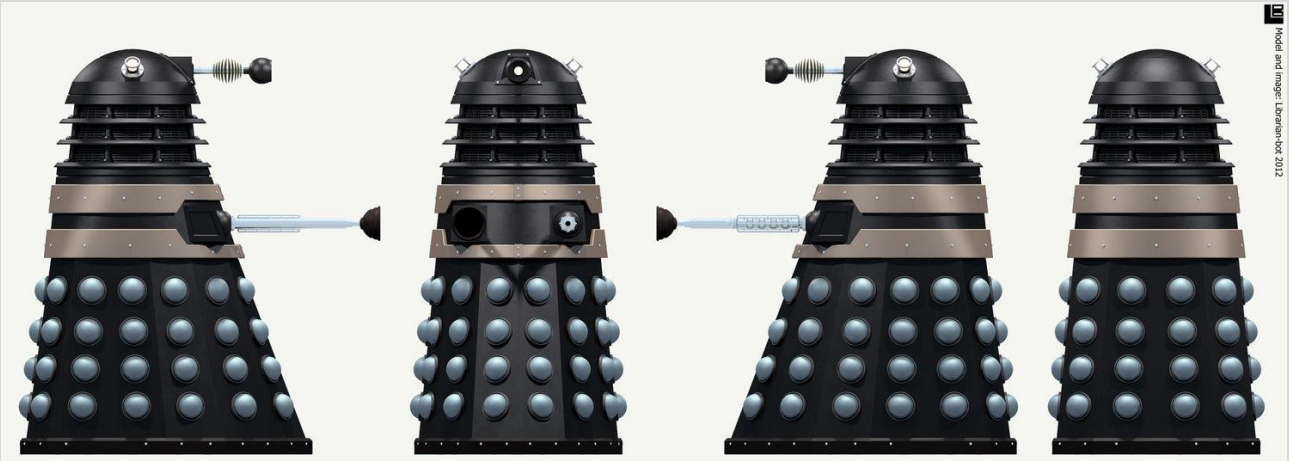


The Daleks of the city era recognised the need for a hierarchy to help organise their efforts, and so designated certain Daleks as Elites, distinguished by a dark blue dome. These Daleks were chosen based on their experience with a given task, and it is not until later than that the Daleks begin engineering their command caste with greater intelligence and freedom of thought.

City Era Dalek Elites have the same stats as a standard Dalek, with a +2 to their speciality skill to represent their greater experience.



Dalek Supreme (City Era)



During their City Era, the Daleks only had a single Dalek Supreme – also known as the Black Dalek –which acted as an unswervingly loyal lieutenant to the Dalek Prime and led the Elite Daleks.

Dalek Supreme (City Era)

Awareness 3 (2)
Coordination 2 (3)
Ingenuity 4 (4)
Presence 4 (3)
Resolve 4 (4)
Strength 5 (3)

Traits:

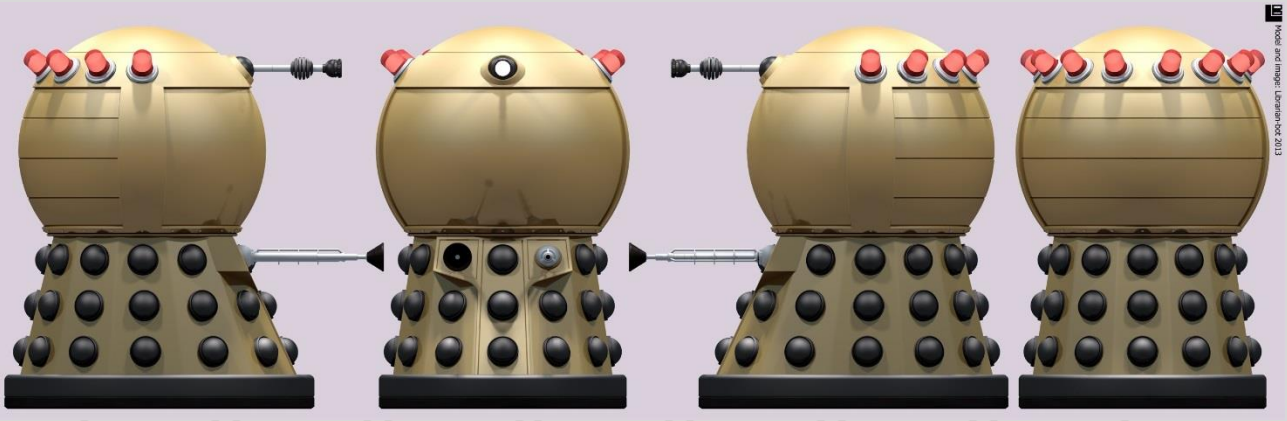
Armour (Minor) – This is a weaker version of the Dalek's famous Dalekanium armour shell and can only deduct 5 points of damage.
Cyborg
Environmental – Daleks can survive in the vacuum of space, or underwater.
Fear Factor (3) – Daleks are terrifying, getting a +6 to rolls when actively scaring someone.
Natural Weapon: Exterminator –The Black Dalek carries an overpowered version of the standard Dalek weapon, capable of destroying most Daleks with a single shot (L[8/L/L]).
Scan – The early Daleks can interface with computers and complex machines.
Technically Adept – The early Daleks are brilliant scientists and technicians.
Restriction – These Daleks were unable to leave their city of metal; they required static electricity for power that was distributed through the metal flooring from a central hub generator. A Dalek cut off from the floor (either lifted off the ground or blocked by a non-conductive object like a cloak) loses 1-6 points of Strength and Resolve each round. When reduced to 0 Strength and Resolve, it shuts down.
Weakness – The Dalek mutant is extremely vulnerable to the effects of the Thal anti-radiation drug. If the mutant is injected with the drug, it falls ill and is reduced to 0 Co-ordination within minutes. Depending on the dose, this could prove fatal.

Skills: Convince 3, Fighting 4, Marksman 4, Medicine 1, Science 3, Technology 4

Technology Level: 5

Story Points: 4-6

Dalek Prime (City Era)



The original Dalek Prime was the first true Dalek created by Davros and was eventually elevated to the position of the first Emperor of the Daleks. Originally installed in a heavily modified Dalek casing – constructed with Flidor gold, quartz and the metallic sap of the Arkellis flower – and referred to as the "Golden Emperor", the Dalek Prime had a greater sense of individuality and personality than other Daleks.

Dalek Prime (City Era)

Awareness 3 (2)
Coordination 2 (3)
Ingenuity 5 (5)
Presence 5 (4)
Resolve 4 (4)
Strength 5 (3)

Traits:

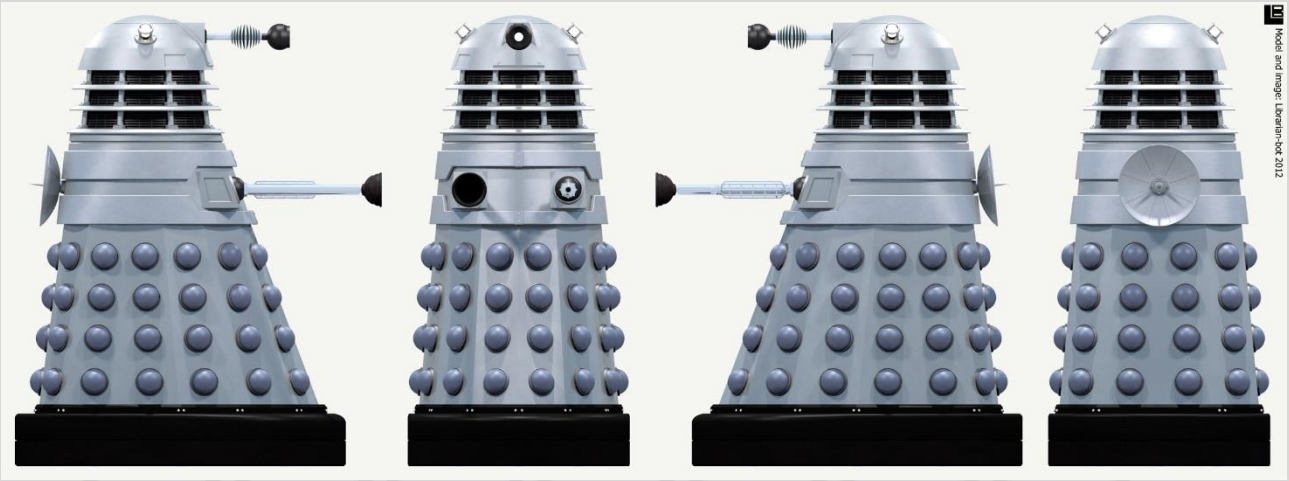
Armour (Minor) – This is a weaker version of the Dalek's famous Dalekanium armour shell and can only deduct 5 points of damage.
Cyborg
Environmental – Daleks can survive in the vacuum of space, or underwater.
Fear Factor (3) – Daleks are terrifying, getting a +6 to rolls when actively scaring someone.
Natural Weapon: Exterminator –The Dalek Prime carries the standard Dalek weapon, able to emit a beam which either kills or paralyses their victims. (L[4/L/L]).
Scan – The early Daleks can interface with computers and complex machines.
Technically Adept – The Dalek Prime is a brilliant scientist and technician.
Restriction – These Daleks were unable to leave their city of metal; they required static electricity for power that was distributed through the metal flooring from a central hub generator. A Dalek cut off from the floor (either lifted off the ground or blocked by a non-conductive object like a cloak) loses 1-6 points of Strength and Resolve each round. When reduced to 0 Strength and Resolve, it shuts down.
Weakness – The Dalek mutant is extremely vulnerable to the effects of the Thal anti-radiation drug. If the mutant is injected with the drug, it falls ill and is reduced to 0 Co-ordination within minutes. Depending on the dose, this could prove fatal.

Skills: Convince 4, Fighting 4, Marksman 4, Medicine 1, Science 4, Technology 5

Technology Level: 5

Story Points: 10

Dalek (Invasion Era)



These are the Daleks in their first wave of invasion from Skaro. Though they can now move freely, they still cannot fly without a vehicle, and their levitation is limited to slowly traversing stairs and other rough terrain.

Broadcast Power: These Daleks rely on static electricity to power their Travel Machines, broadcast from central power stations. Disabling the receptor dish on the rear of the Dalek can temporarily depower the creature until it is repaired. Alternatively, destroying a broadcast generator disables all the Daleks in the area without a back-up power source.

Destroying a receptor dish requires a Called Shot (-2 penalty to hit) that inflicts at least 4 points of damage. The dish is lightly armoured (Armour 5). Once the receptor dish is disabled, the Dalek rapidly loses power – losing 1 point of Strength per round until it shuts down at 0 Strength. Firing drains an extra point of Strength each time the Dalek uses its gun.

Dalek (Invasion Era)

Awareness 3 (2)
Coordination 2 (3)
Ingenuity 4 (4)
Presence 3 (2)
Resolve 4 (4)
Strength 5 (3)

Traits:

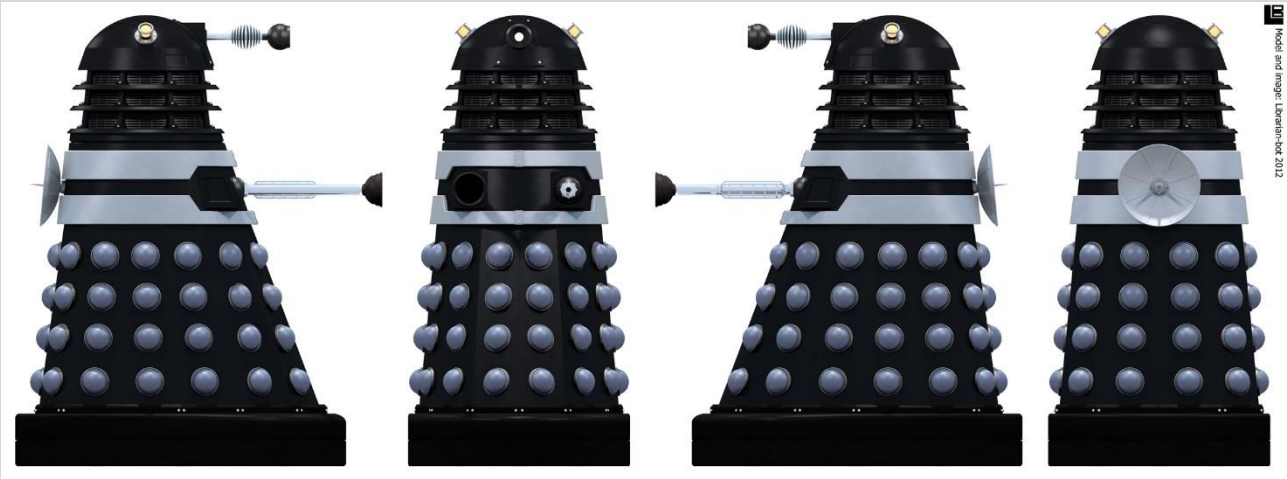
Armour (Minor) – This version of the Dalekanium armoured shell only deducts 5 points of damage.
Cyborg
Environmental – Daleks can survive in the vacuum of space, or underwater.
Fear Factor (3) – Daleks are terrifying, getting a +6 to rolls when actively scaring someone.
Flight (Minor) – Daleks of this era can hover at a Speed of 1.
Natural Weapon: Exterminator –The Dalek's beam weapon can either kill or paralyse their victims. (L[4/L/L]).
Restriction (Broadcast Power) – See above.
Scan – The early Daleks can interface with computers and complex machines.
Technically Adept – The early Daleks are brilliant scientists and technicians.

Skills: Convince 2, Fighting 4, Marksman 3, Medicine 1, Science 3, Technology 4

Technology Level: 6 (These Daleks have left Skaro and begun to build their empire)

Story Points: 2-3

Dalek Supreme Controller (Invasion Era)



The Dalek Supreme Controller is a black-cased Dalek in command of an invasion force. Bred for command, the Supreme Controllers are stronger and more powerful than the rank and file, and are granted a greater degree of individuality. For example; the Supreme Controller of the Earth invasion force in 2167 AD kept a Slyther as a sort of pet to torment the human slaves.

Dalek Supreme Controller

Awareness 4 (3)
Coordination 2 (3)
Ingenuity 5 (5)
Presence 4 (3)
Resolve 5 (5)
Strength 5 (3)

Traits:

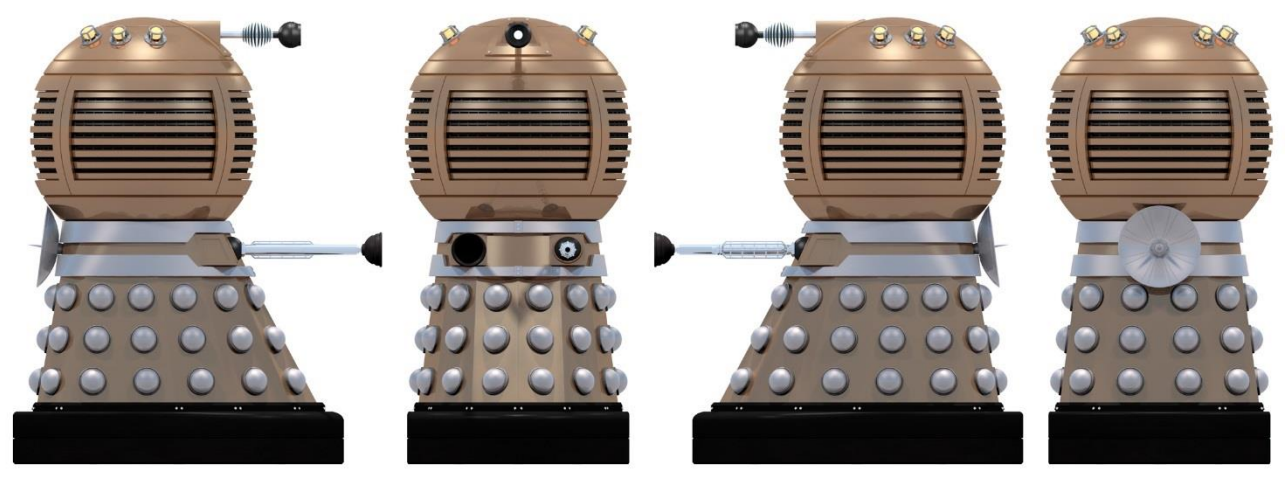
Armour (Minor) – This is a weaker version of the Dalek's famous Dalekanium armour shell and can only deduct 5 points of damage.
Cyborg
Environmental – Daleks can survive in the vacuum of space, or underwater.
Fear Factor (3) – Daleks are terrifying, getting a +6 to rolls when actively scaring someone.
Flight (Minor) – Daleks of this era can hover at a Speed of 1.
Natural Weapon: Exterminator –The legendary Dalek weapon usually kills with a single shot (L[4/L/L]).
Restriction (Broadcast Power) – See page 62.
Scan – The early Daleks can interface with computers and complex machines.
Technically Adept – The early Daleks are brilliant scientists and technicians.

Skills: Convince 3, Fighting 4, Marksman 4, Medicine 1, Science 3, Technology 4, Survival 4

Technology Level: 6 (These Daleks have left Skaro and begun to build their empire)

Story Points: 2-3

Dalek Prime (Invasion Era)



At this point in its history, the Dalek Empire is still in its early stages, and the Dalek Prime still leads some spearheads and invasion forces personally. It is a cunning strategist and military commander, and its presence is often the deciding factor in Dalek victories.

Dalek Prime (Invasion Era)

Awareness **4 (3)**
Coordination **2 (3)**
Ingenuity **6 (6)**
Presence **5 (4)**
Resolve **5 (5)**
Strength **5 (3)**

Traits:

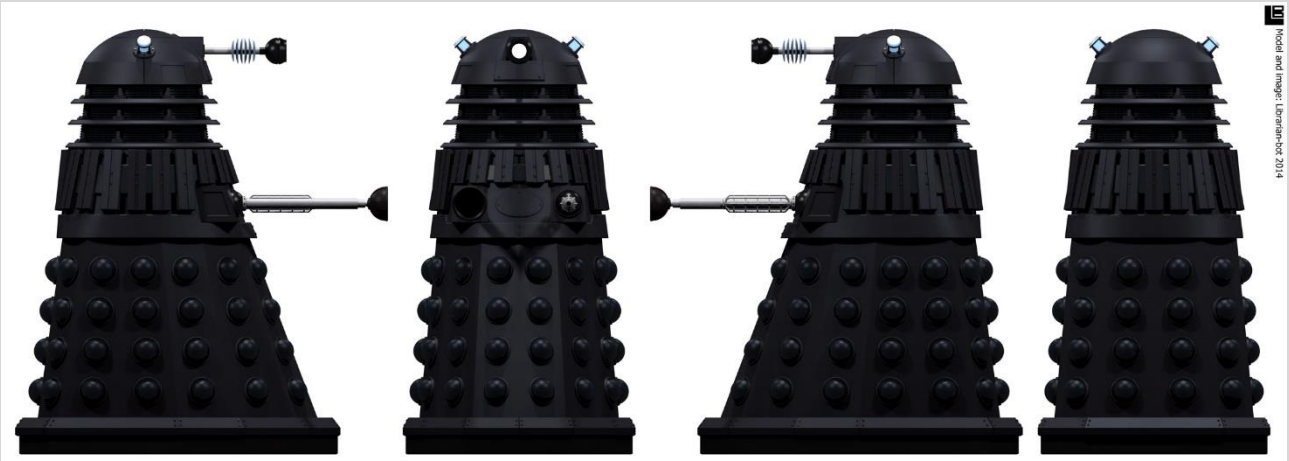
Armour (Minor) – This is a weaker version of the Dalek's famous Dalekanium armour shell and can only deduct 5 points of damage.
Cyborg
Environmental – Daleks can survive in the vacuum of space, or underwater.
Fear Factor (3) – Daleks are terrifying, getting a +6 to rolls when actively scaring someone.
Flight (Minor) – Daleks of this era can hover at a Speed of 1.
Natural Weapon: Exterminator –The legendary Dalek weapon usually kills with a single shot (L[4/L/L]).
Scan – The early Daleks can interface with computers and complex machines.
Restriction (Broadcast Power) – See page 62.
Technically Adept – The Dalek Prime is a brilliant scientist and technician.

Skills: Convince 4, Fighting 4, Marksman 4, Medicine 4, Science 4, Technology 6, Survival 4

Technology Level: 6 (These Daleks have left Skaro and begun to build their empire)

Story Points: 10

Dalek (Second Dalek War Era)



During the years of the 26th Century and the era of the second great Dalek push into human space, the Daleks no longer rely on broadcast power, instead using internal power cells constantly recharged by ambient radiation absorbed through slats on the mid-section of the casing.

Dalek (Second Dalek War Era)

Awareness 3 (3)
Coordination 2 (3)
Ingenuity 4 (4)
Presence 4 (3)
Resolve 4 (4)
Strength 6 (5)

Traits:

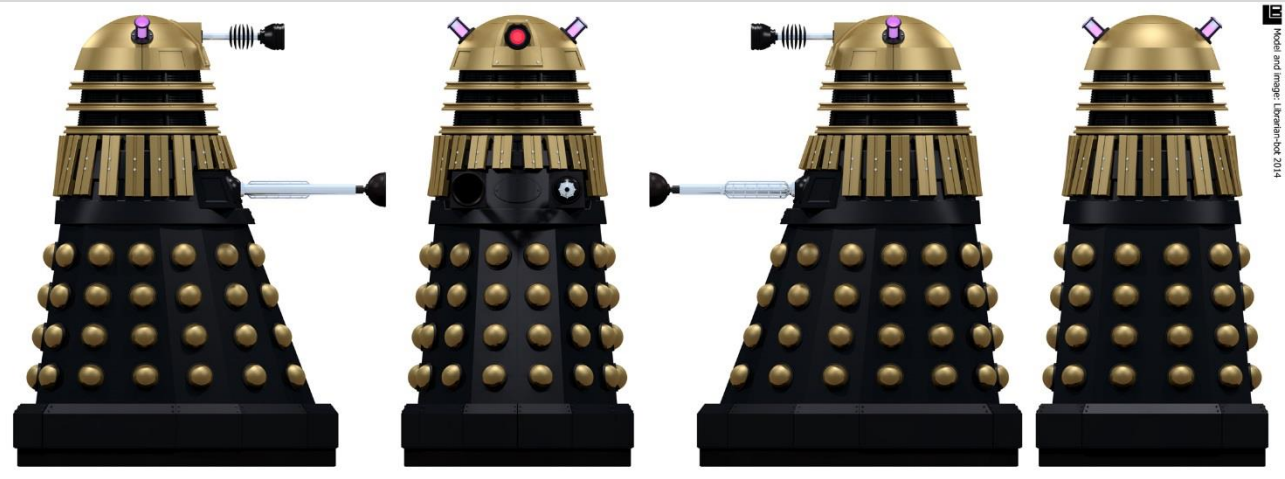
Armour (Major) – The Dalekanium alloy casing reduces damage by 10. This does reduce the Daleks Coordination to 2 (already accommodated in the Attributes).
Cyborg
Environmental – Daleks can survive in the vacuum of space, or underwater.
Fear Factor (3) – Daleks are terrifying, getting a +6 to rolls when actively scaring someone.
Flight (Minor) – Daleks of this era can hover at a Speed of 1.
Natural Weapon: Exterminator –The legendary Dalek weapon usually kills with a single shot (L[4/L/L]).
Scan – Daleks can interface with computers and absorb data in great quantities.
Technically Adept – Daleks are brilliant scientists and technicians.

Skills: Convince 2, Fighting 4, Marksman 3, Medicine 1, Science 3, Technology 4

Technology Level: 7 (These Daleks have established a vast interstellar empire and a feared war machine)

Story Points: 5-8

Dalek Supreme (Second Dalek War Era)



It is during the 26th Century that the Dalek Prime begins to remain on Skaro more and more, and the Supreme Council of the Daleks begins to take a greater role in the Dalek Empire. Supreme Daleks are engineered for superior intelligence, ruthlessness and self-determination and are given responsibility for entire sectors of the Empire. Supremes are often found supervising important projects and leading battle fleets.

Dalek Supreme (Second Dalek War Era)

Awareness 3 (3)
Coordination 2 (3)
Ingenuity 5 (5)
Presence 5 (4)
Resolve 5 (5)
Strength 6 (5)

Traits:

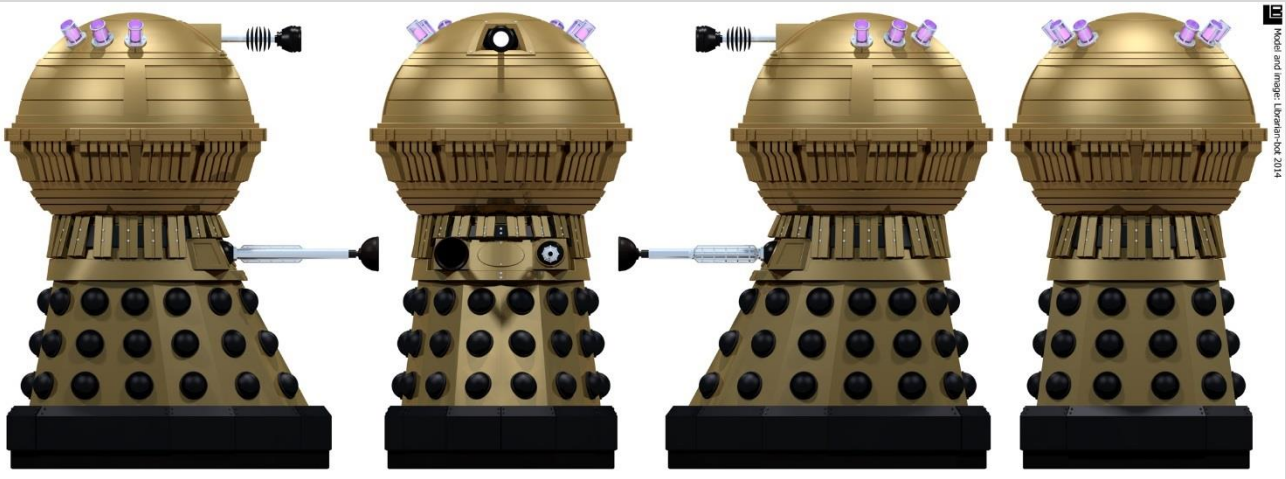
Armour (Major) – The Dalekanium alloy casing reduces damage by 10. This does reduce the Daleks Coordination to 2 (already accommodated in the Attributes).
Cyborg
Environmental – Daleks can survive in the vacuum of space, or underwater.
Fear Factor (3) – Daleks are terrifying, getting a +6 to rolls when actively scaring someone.
Flight (Minor) – Daleks of this era can hover at a Speed of 1.
Natural Weapon: Exterminator –The legendary Dalek weapon usually kills with a single shot (L[4/L/L]).
Scan – Daleks can interface with computers and with living beings and absorb data in great quantities.
Technically Adept – Daleks are brilliant scientists and technicians.

Skills: Convince 2, Fighting 4, Marksman 3, Medicine 1, Science 3, Technology 4

Technology Level: 7 (These Daleks have established a vast interstellar empire and a feared war machine)

Story Points: 5-8

Dalek Prime (Second Dalek War Era)



Due to a series of defeats due to the limitations of earlier casings[172], the Dalek Prime undergoes major modifications in this era. It expands its intellect and capabilities with a new casing, networked into the wider Dalek Empire, and with drugs, cyber-surgery and genetic enhancement.

At this stage in Dalek history, the Dalek Prime almost never leaves Skaro, unless on matters of great import to the Dalek Empire. Oversight of field operations is seconded to the Supreme Daleks of the High Council.

Dalek Prime (Second Dalek War Era)

Awareness 4 (4)
Coordination 2 (3)
Ingenuity 6 (6)
Presence 6 (5)
Resolve 5 (5)
Strength 6 (5)

Traits:

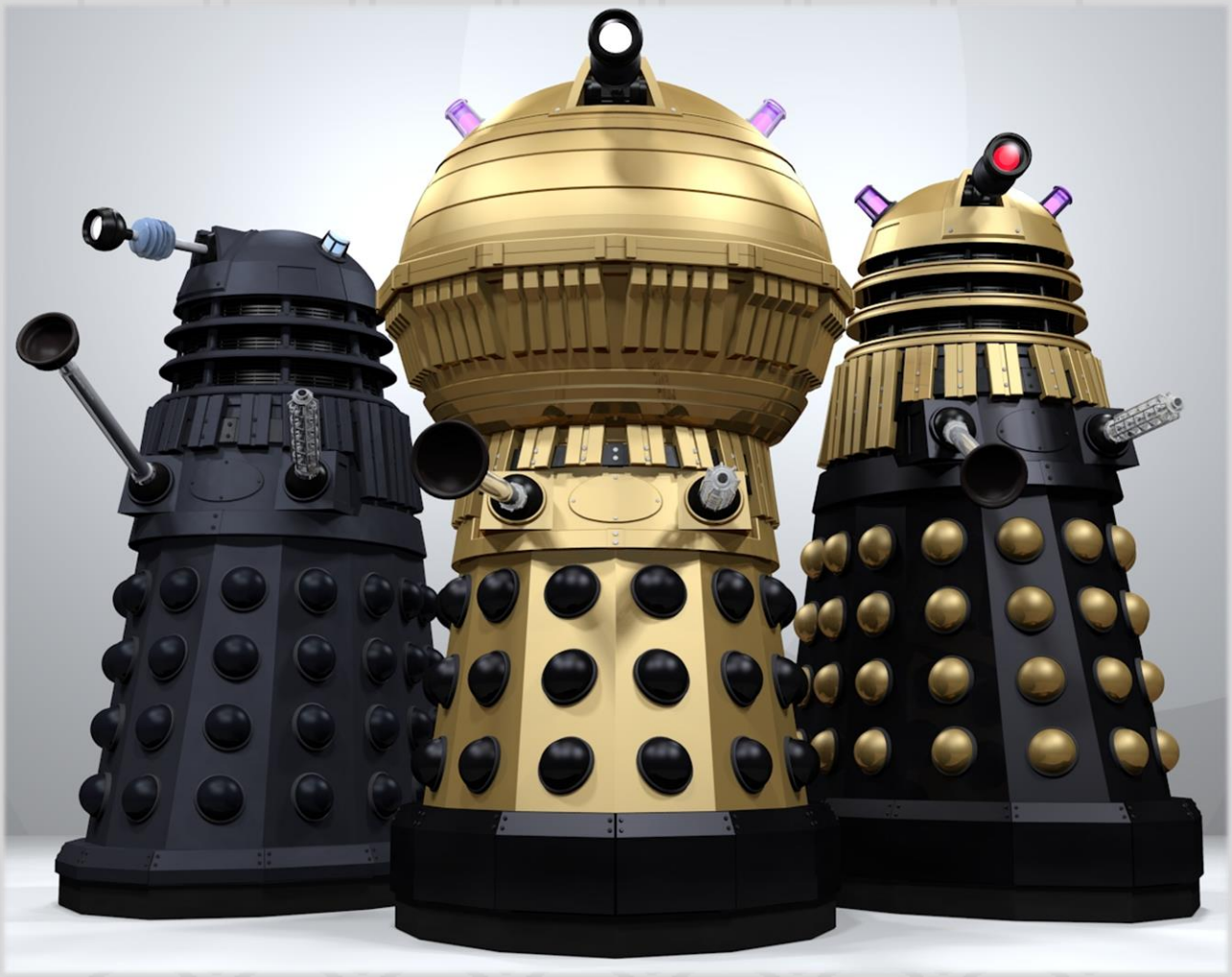
Armour (Major) – The Dalekanium alloy casing reduces damage by 10. This does reduce the Daleks Coordination to 2 (already accommodated in the Attributes).
Cyborg
Environmental – Daleks can survive in the vacuum of space, or underwater.
Fear Factor (3) – Daleks are terrifying, getting a +6 to rolls when actively scaring someone.
Flight (Minor) – Daleks of this era can hover at a Speed of 1.
Natural Weapon: Exterminator –The legendary Dalek weapon usually kills with a single shot (L[4/L/L]).
Networked – The Dalek Emperor is connected to its Elite Guards and Supreme Daleks.
Scan – Daleks can interface with computers and with living beings and absorb data in great quantities.
Technically Adept – Daleks are brilliant scientists and technicians.

Skills: Convince 4, Fighting 4, Marksman 4, Medicine 4, Science 4, Technology 6, Survival 4

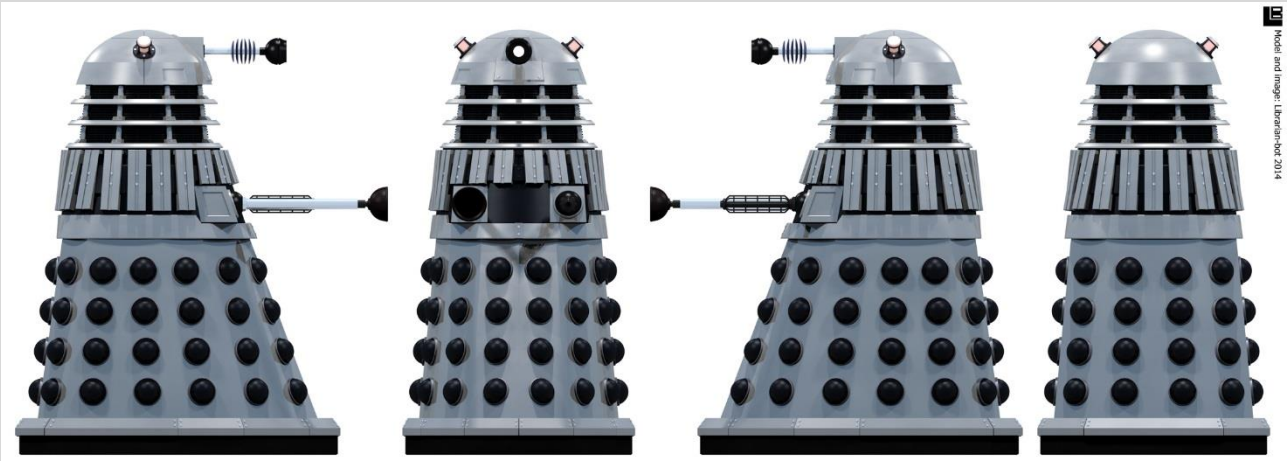
Technology Level: 7 (These Daleks have established a vast interstellar empire and a feared war machine)

Story Points: 10

[172] *The Dalek Outer Space Book: The Secret of the Emperor*, Comic strip, Souvenir Press



Dalek (Fourth Millennium)



By the fourth millennium, the Daleks have not been active in Mutter's Spiral for almost a thousand years and have built an extensive empire in the galaxies beyond. They are close to the peak of their technological development and have finally discovered the secret of time travel, though it is limited by their dependence on the rare time-active mineral, Taranium.

Dalek (Fourth Millennium)

Awareness 3 (3)
Coordination 2 (3)
Ingenuity 4 (4)
Presence 4 (3)
Resolve 4 (4)
Strength 6 (5)

Traits:

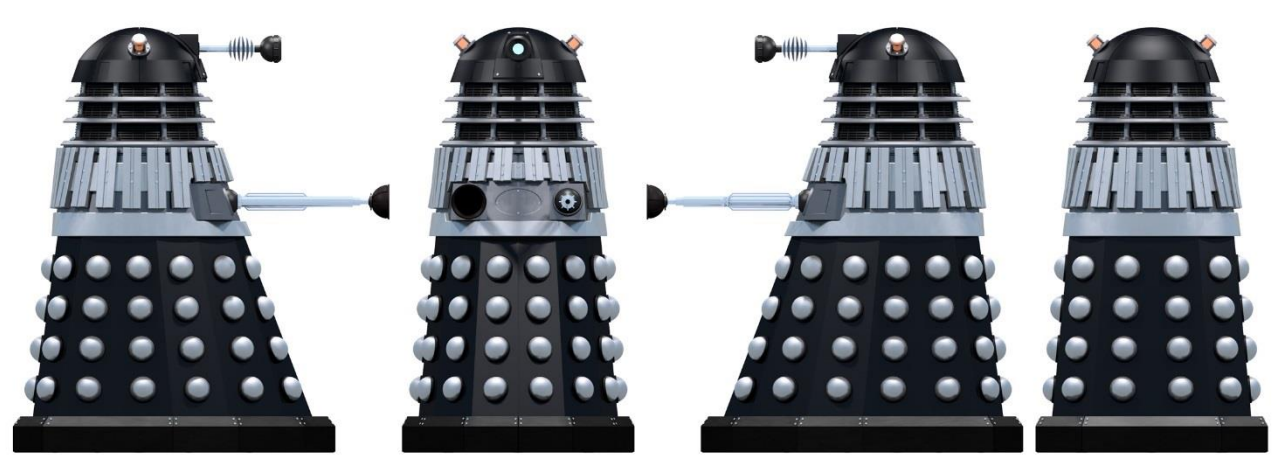
Armour (Major) - The Dalekanium alloy casing reduces damage by 10. This does reduce the Dalek's Coordination to 2 (already accommodated in the Attributes).
Cyborg
Environmental – Daleks can survive in the vacuum of space or underwater.
Fear Factor (3) – Daleks are terrifying, getting a +6 to rolls when actively scaring someone.
Flight (Minor) – Daleks of this era can hover at a Speed of 1.
Natural Weapon: Exterminator –The legendary Dalek weapon usually kills with a single shot (L[4/L/L]).
Scan – The Daleks can interface with computers and complex machines.
Technically Adept – Daleks are brilliant scientists and technicians.

Skills: Convince 4, Fighting 4, Marksman 3, Medicine 3, Science 8, Subterfuge 3, Survival 4, Technology 8.

Tech Level: 8 (The Daleks of this time period have just discovered time travel, but it's very crude and nasty. In all other respects they are Tech Level 7)

Story Points: 5-8

Dalek Supreme (Fourth Millennium)



Supreme Daleks are engineered for superior intelligence, ruthlessness and self-determination and are given responsibility for entire sectors of the Empire. In this time-period one Supreme was responsible for dispatching an assassination squad in an experimental time machine to hunt down and exterminate the first Doctor, and for the pretence of an alliance with the representatives of alien galaxies in order to invade the Solar System using the Time Destructor.

Dalek Supreme (Fourth Millennium)

Awareness 3 (3)
Coordination 2 (3)
Ingenuity 5 (5)
Presence 5 (3)
Resolve 4 (4)
Strength 6 (5)

Traits:

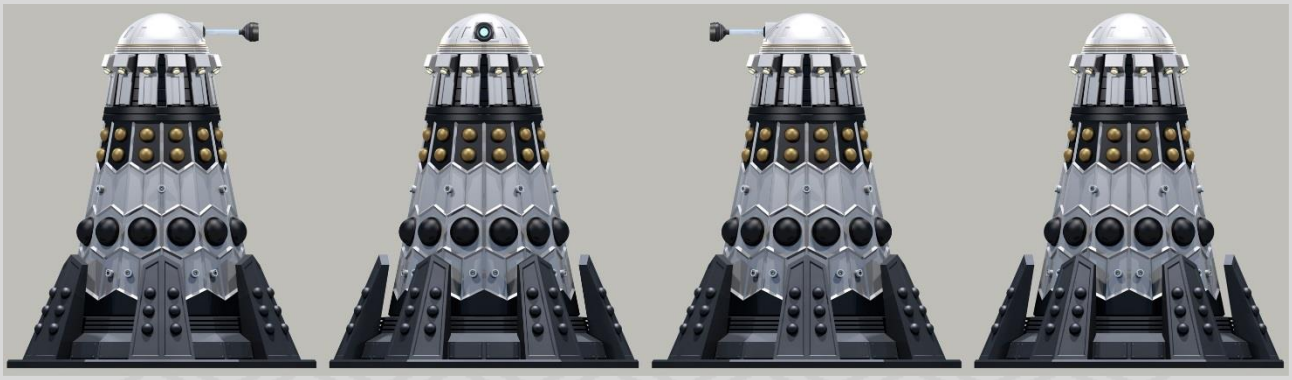
Armour (Major) - The Dalekanium alloy casing reduces damage by 10. This does reduce the Dalek's Coordination to 2 (already accommodated in the Attributes).
Cyborg
Environmental – Daleks can survive in the vacuum of space or underwater.
Fear Factor (3) – Daleks are terrifying, getting a +6 to rolls when actively scaring someone.
Flight (Minor) – Daleks of this era can hover at a Speed of 1.
Natural Weapon: Exterminator –The legendary Dalek weapon usually kills with a single shot (L[4/L/L]).
Scan – The Daleks can interface with computers and complex machines.
Technically Adept – Daleks are brilliant scientists and technicians.

Skills: Convince 4, Fighting 4, Marksman 3, Medicine 3, Science 8, Subterfuge 3, Survival 4, Technology 8.

Tech Level: 8

Story Points: 5-8

Dalek Emperor (Fourth Millennium)



By the Fourth Millennium, the Dalek Prime – its massive brain expanded by cyber-surgery, genetic augmentation and drug therapy – can no longer be housed within a mobile casing. Transplanted to a vast static casing plugged directly into the systems of the Dalek City on Skaro, it sacrifices its personal mobility to become a living nerve centre for the entire Dalek species.

The Emperor's static casing is nearly three times the size of a regular Dalek, and the vocal interface produces a booming, echoing voice. The casing contains no obvious weapons or appendages; it is directly linked to the Daleks and defence systems of its city and is always protected by a retinue of Elite Guards. It is possible that the Emperor keeps a mobile casing in readiness for emergencies.

Dalek Emperor (Fourth Millennium)

Awareness 5 (5)
Coordination 1 (3)
Ingenuity 7 (7)
Presence 8 (7)
Resolve 5 (5)
Strength 10 (5)

Traits:

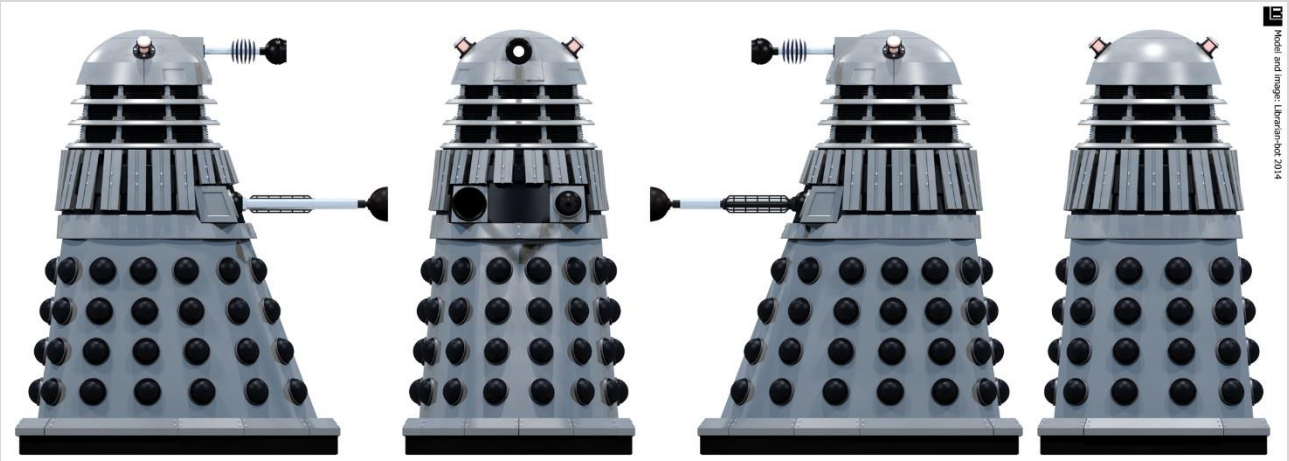
Armour (Major) – The stressed Dalekanium alloy casing reduces damage by 15. This reduces the Emperor Dalek's Coordination by 3 (already reflected in the attributes).
Cyborg
Environmental – The Emperor Dalek's casing provides the standard Dalek immunities to environmental conditions. The cable attachments are weak points that can be exploited until the Emperor Dalek disengages the cables and seals its shell.
Fear Factor (5) – The Emperor Dalek commands respect and awe when met in his throne room. This initially gives him a +10 to scare characters, but this may be mitigated by the Dalek Emperor's inability to actually carry out any threats without the aid of other Daleks (dropping the Fear Factor to 1 after the initial encounter).
Networked – The Dalek Emperor is connected to the city's defence systems.
Scan – The Emperor Dalek is directly connected to the central computer system of the entire Dalek City, giving it access to all knowledge that the Daleks have accumulated.
Technically Adept – The Emperor Dalek is a brilliant scientist and technician.

Skills: Convince 4, Knowledge 10, Science 8, Technology 8, Survival 4

Technology Level: 8

Story Points: 9

Dalek (Movellan War Era)



The Daleks of the Movellan War era (circa 50th Century) are advanced models, able to navigate rough terrain, but still lack the ability to fly. In this period the Daleks appear to have lost much of their cunning, instead relying on their in-built battle computers and tactical systems, making them predictable slaves to logic. Recognising this, the Daleks returned to Skaro to revive their creator, Davros.

Dalek (Movellan War Era)

Awareness 3 (3)
Coordination 2 (3)
Ingenuity 3 (3)
Presence 5 (3)
Resolve 4 (4)
Strength 6 (5)

Traits:

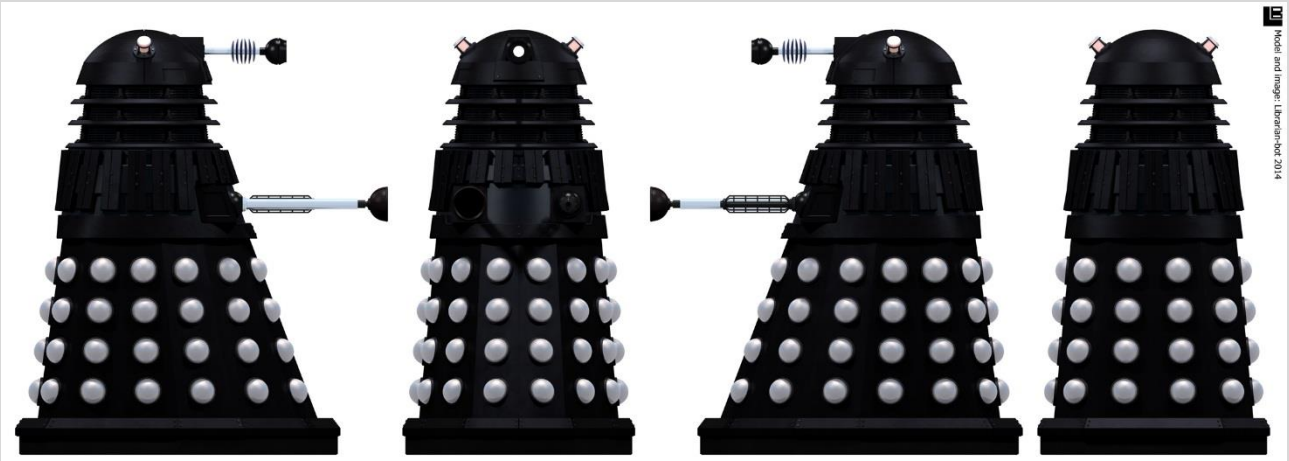
Alien Senses – The Dalek eye-stalk has enhanced vision modes (infra-red, ultraviolet and x-ray) and can see in total darkness.
Armour (Major) - The Dalekanium casing reduces damage by 10. This does reduce the Dalek's Coordination to 2 (already accommodated in the Attributes).
Cyborg
Environmental – Daleks can survive in the vacuum of space or underwater.
Fear Factor (3) – Daleks are terrifying, getting a +6 to rolls when actively scaring someone.
Flight (Minor) – Daleks of this era can hover at a Speed of 1.
Natural Weapon: Exterminator –The legendary Dalek weapon usually kills with a single shot (L[4/L/L]).
Scan – The Daleks can interface with computers and complex machines.
Technically Adept – Daleks are brilliant scientists and technicians.

Skills: Convince 4, Fighting 4, Marksman 3, Medicine 3, Science 8, Subterfuge 3, Survival 4, Technology 8.

Tech Level: 8

Story Points: 5-8

Dalek Supreme (Movellan War Era)



While the Daleks of this era have become less intuitive and more logical, the Supreme Daleks have not lost their cunning and propensity for grand schemes. The Supreme Daleks have sought to revive Davros to help break the stalemate with the Movellans, but they remain aware that he cannot be trusted.

Dalek Supreme (Movellan War Era)

Awareness 3 (3)
Coordination 2 (3)
Ingenuity 5 (5)
Presence 5 (3)
Resolve 4 (4)
Strength 6 (5)

Traits:

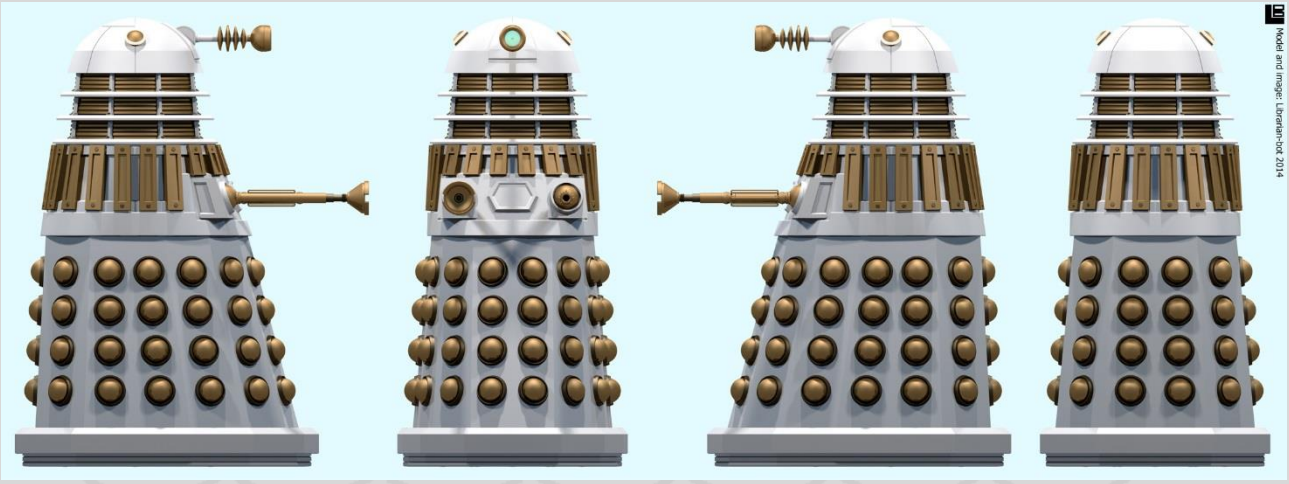
Alien Senses – The Dalek eye-stalk has enhanced vision modes (infra-red, ultraviolet and x-ray) and can see in total darkness.
Armour (Major) – The Dalekanium casing reduces damage by 10. This does reduce the Dalek's Coordination to 2 (already accommodated in the Attributes).
Cyborg
Environmental – Daleks can survive in the vacuum of space or underwater.
Fear Factor (3) – Daleks are terrifying, getting a +6 to rolls when actively scaring someone.
Flight (Minor) – Daleks of this era can hover at a Speed of 1.
Natural Weapon: Exterminator –The legendary Dalek weapon usually kills with a single shot (L[4/L/L]).
Scan – The Daleks can interface with computers and complex machines.
Technically Adept – Daleks are brilliant scientists and technicians.

Skills: Convince 5, Fighting 4, Marksman 3, Medicine 3, Science 8, Subterfuge 3, Survival 4, Technology 8.

Tech Level: 8

Story Points: 5-8

Dalek (Imperial Faction)



After the Movellan War, the Dalek race was weakened and divided into different factions. Davros took advantage of the schism to build an army from the Daleks frozen in hibernation on Spiridon. Upgrading the Daleks, he re-engineered the mutants and fully integrated them with their battle-shells, so they could no longer be removed, before leading an army back to Skaro and deposing the Dalek Prime.

Dalek (Imperial Faction)

Awareness 3
Coordination 2
Ingenuity 4
Presence 4
Resolve 4
Strength 7

Traits:

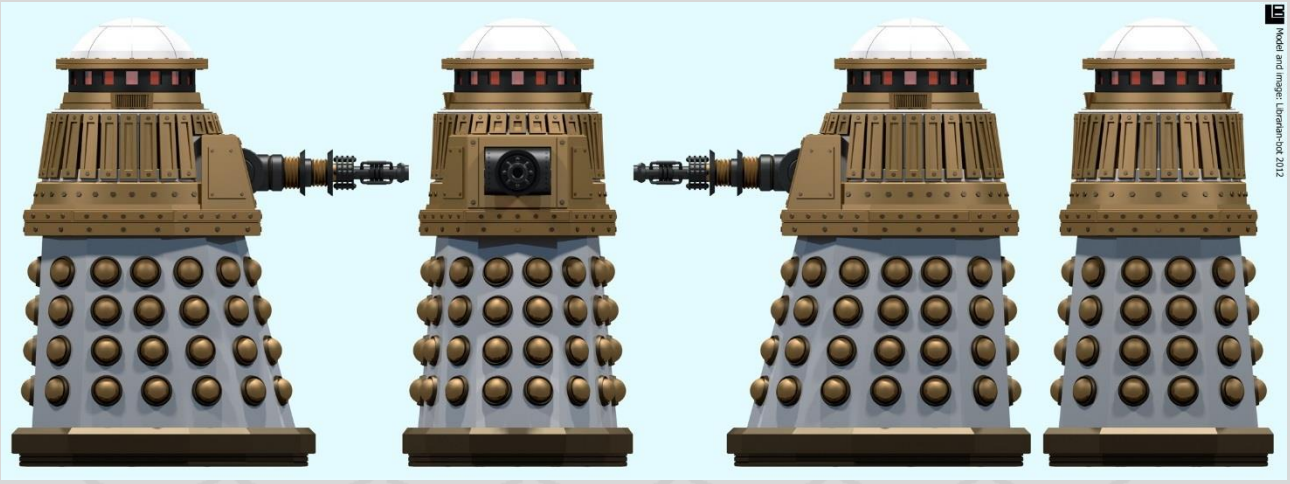
Alien Senses – The Dalek eye-stalk has enhanced vision modes (infra-red, ultraviolet and x-ray) and can see in total darkness.
Armour (Major) – The Dalekanium casing reduces damage by 10. This does reduce the Dalek's Coordination to 2 (already accommodated in the Attributes).
Cyborg – Kaled mutants of the Imperial Dalek Faction are surgically grafted to their casings and cannot be separated from them, making them true cyborgs.
Environmental – Daleks can survive in the vacuum of space or underwater.
Fear Factor (3) – Once you realise how deadly the Daleks are, they are terrifying, getting a +6 to rolls when actively scaring someone.
Flight (Minor) – Daleks of this era can hover at a Speed of 1.
Natural Weapon: Exterminator –The legendary Dalek weapon usually kills with a single shot (L[4/L/L]).
Scan – The Daleks can interface with computers and complex machines.
Technically Adept – Daleks are brilliant scientists and technicians.

Skills: Convince 4, Fighting 4, Marksman 3, Medicine 3, Science 8, Subterfuge 3, Survival 4, Technology 8.

Tech Level: 8

Story Points: 5-8

Special Weapons Dalek (Imperial Faction)



The Special Weapons Dalek is a heavily-armoured Dalek with enhanced offensive and defensive capabilities, developed by the Dalek Prime prior to the outbreak of the Second Dalek Civil War, and later co-opted by Davros for his Imperial Dalek Faction during his reign as Emperor of the Daleks[173]. Early models suffered from a design fault that resulted in the life chamber of the mutant within being washed with residual radiation every time the cannon was fired, causing additional cerebral mutations and a degree of insanity, manifesting as a sense of individuality. Conventional Daleks regard this with loathing, and at least one Special Weapons Dalek has been referred to "the Abomination"[174].

The Special Weapons Dalek has no manipulator arm or obvious eye-stalk, and is effectively a mobile gun turret, with an enormous exterminator cannon mounted on the front of the armoured casing. The eye-stalk is concealed beneath the armoured dome, behind a ring of transparent Dalekanium ports, to eliminate the Daleks most well-known weak-point.

The energy output of a Special Weapons Dalek's cannon is enough to vaporise most targets (including other Daleks) with a single shot, and its armour is sufficient to deflect normal Dalek firepower without damage[175].

Special Weapons Dalek

Awareness 3
Coordination 2
Ingenuity 4
Presence 4
Resolve 4
Strength 7

Traits:

Alien Senses – The Dalek eye-stalk has enhanced vision modes (infra-red, ultraviolet and x-ray) and can see in total darkness.
Armour (Major) – The Dalekanium casing reduces damage by 10. This does reduce the Dalek's Coordination to 2 (already accommodated in the Attributes).
Cyborg – Kaled mutants of the Imperial Dalek Faction are surgically grafted to their casings and cannot be separated from them, making them true cyborgs.
Environmental – Daleks can survive in the vacuum of space or underwater.

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[173] *Emperor of the Daleks!*, Comic strip, Doctor Who Magazine
[174] *Remembrance of the Daleks*, TV novelisation, Target Books
[175] *Remembrance of the Daleks*, TV, BBC

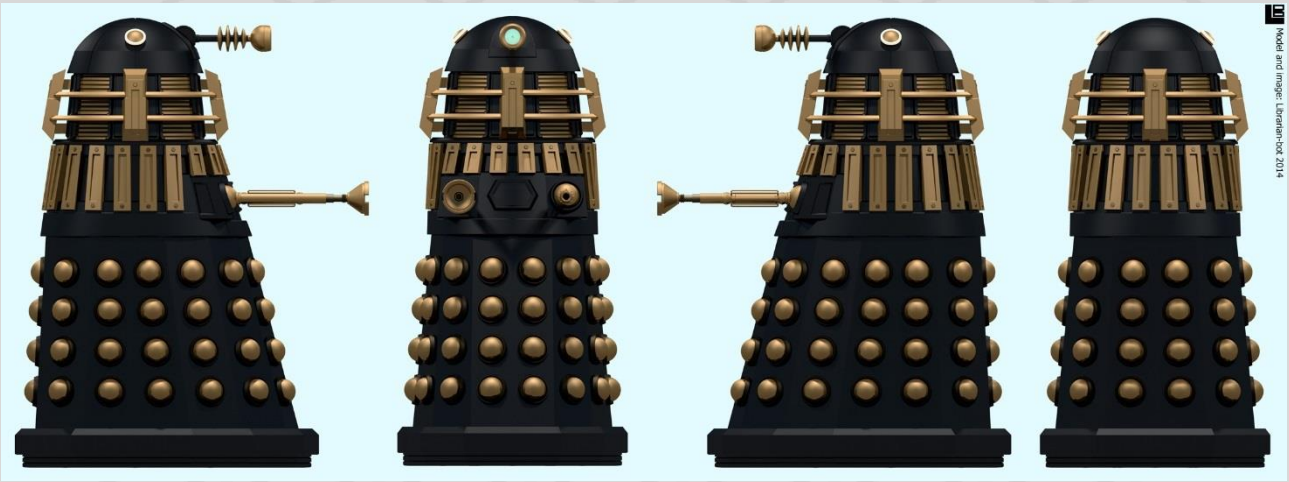
Fear Factor (4) – Once you realise how deadly the Daleks are, they are terrifying, getting a +8 to rolls when actively scaring someone. This thing is a massive mobile gun and is even more frightening.
Flight (Minor) – Daleks of this era can hover at a Speed of 1.
Natural Weapon (Exterminator Cannon) – The Exterminator Cannon does (L[4/L/L]) damage and is so powerful it ignores the first 10 points of Armour protection any target may have. The weapon does full damage to anything within a 10' radius of the target.
Scan – The Daleks can interface with computers and complex machines.
Technically Adept – Daleks are brilliant scientists and technicians.

Skills: Convince 4, Fighting 4, Marksman 3, Medicine 3, Science 8, Subterfuge 3, Survival 4, Technology 8.

Tech Level: 8

Story Points: 5-8

Dalek Supreme (Imperial Faction)



Like the standard Imperial Dalek, the Supreme Daleks of the Imperial faction are engineered for complete loyalty to Davros. They retain their greater ingenuity and self-determination, but Davros has ensured that these Daleks can never turn on him.

Dalek Supreme (Imperial Faction)

Awareness	**3**
Coordination	**2**
Ingenuity	**5**
Presence	**5**
Resolve	**5**
Strength	**7**

Traits:

Alien Senses – The Dalek eye-stalk has enhanced vision modes (infra-red, ultraviolet and x-ray) and can see in total darkness.
Armour (Major) – The Dalekanium casing reduces damage by 10. This does reduce the Dalek's Coordination to 2 (already accommodated in the Attributes).
Cyborg – Kaled mutants of the Imperial Dalek Faction are surgically grafted to their casings and cannot be separated from them, making them true cyborgs.
Environmental – Daleks can survive in the vacuum of space or underwater.
Fear Factor (3) – Once you realise how deadly the Daleks are, they are terrifying, getting a +6 to rolls when

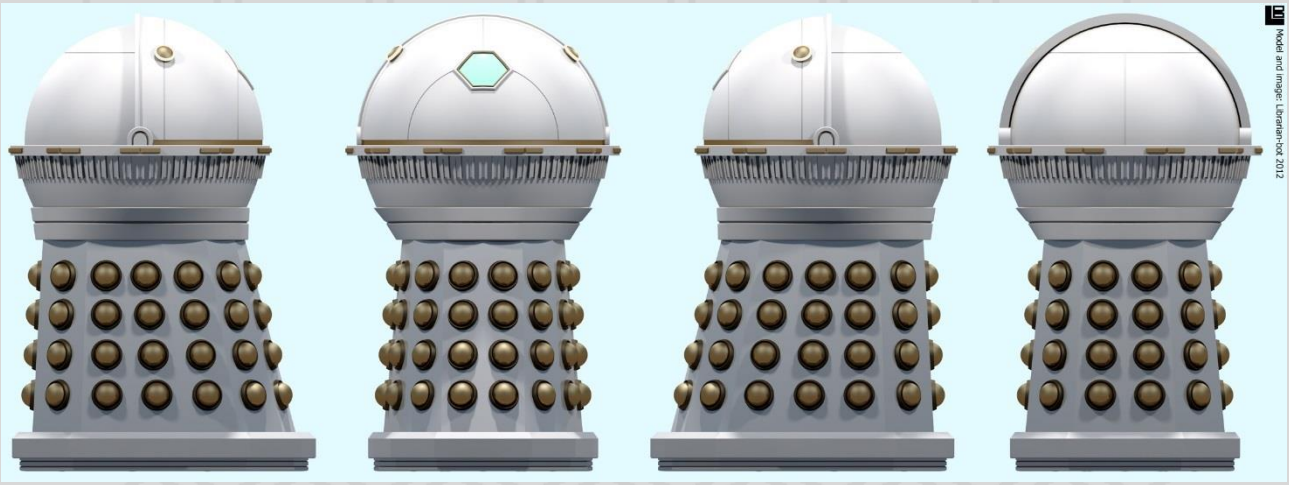
actively scaring someone.
Flight (Minor) – Daleks of this era can hover at a Speed of 1.
Natural Weapon: Exterminator –The legendary Dalek weapon usually kills with a single shot (L[4/L/L]).
Scan – The Daleks can interface with computers and complex machines.
Technically Adept – Daleks are brilliant scientists and technicians.

Skills: Convince 4, Fighting 4, Marksman 3, Medicine 3, Science 8, Subterfuge 3, Survival 4, Technology 8.

Tech level: 8

Story Points: 8-10

Dalek Emperor (Imperial Faction)



By the time Davros succeeds in becoming the Dalek Emperor, very little of his body remains, having been chopped almost in half by the chainsword of Abslom Daak, the notorious Dalek-Killer[176]. When finally implanted into the Dalek Emperor casing, he is little more than a head wreathed in cables and support tubing.

The Dalek Emperor casing is at least partially based on the previous mobile casings of the Dalek Prime, but lacks an obvious eye or apparent manipulator and weapons. Instead of the standard eye-stalk, the Emperor casing has a flat hexagonal visual sensor at the front of the upper dome, which scans from side to side constantly. The front of the dome itself can slide back, to reveal what remains of Davros within[177]. The casing can extrude claw-like manipulators from concealed ports beneath the dome, which can fire energy bolts of similar intensity to a Dalek blast-gun, though of more limited range[178]. The casing is networked to the Imperial Dalek command and control systems, allowing Davros full access to all data gathered by his Daleks, and incorporates cryogenic systems capable of preserving him for centuries in the event of an emergency.

Emperor Davros

Awareness 2
Coordination 2
Ingenuity 7
Presence 3
Resolve 6
Strength 4

[176] *Emperor of the Daleks!,* Comic strip, Doctor Who Magazine.
[177] *Remembrance of the Daleks*, TV, BBC
[178] *War of the Daleks*, Novel, BBC Books

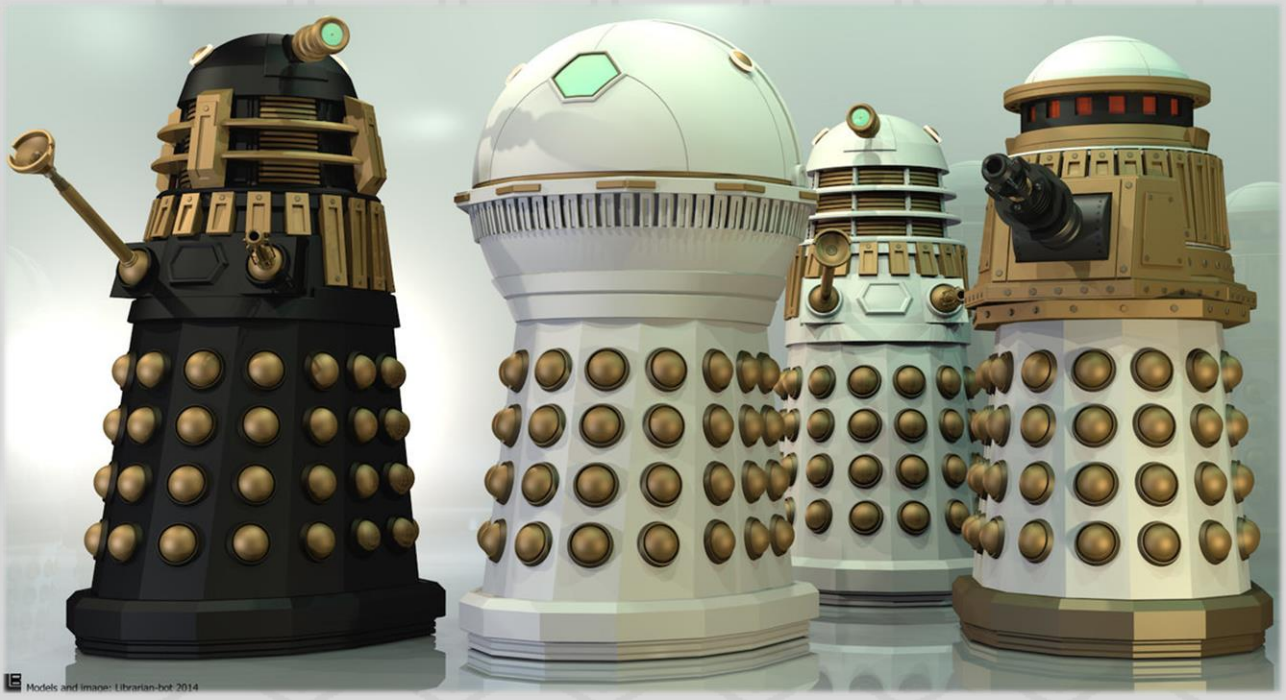
Traits:

Armour (Major) – The Dalekanium casing reduces damage by 10. This does reduce the Emperor's Coordination to 2 (already accommodated in the Attributes).
Boffin – Davros is an inventive genius.
Cyborg – Davros is little more than a head and cannot be removed from the casing without dying.
Environmental – The Emperor can survive in the vacuum of space or underwater.
Fear Factor (3) – Once you realise who the Emperor is, he is terrifying, getting a +6 to rolls when actively scaring someone.
Flight (Minor) – The Emperor can hover at a Speed of 1.
Indomitable – Davros's mad faith in his own destiny makes him impossible to intimidate or influence.
Immortal – Davros isn't actually immortal, but he has a knack for escaping certain death.
Obsession – Davros is obsessed with power and control, and will do anything to achieve it.
Natural Weapon (Lightning Thrower) – The Emperor's weapons system projects crackling bolts of energy, doing 3/6/L damage.
Scan – The Emperor's casing can interface with computers and complex machines.
Technically Adept – Davros is an inventive genius, brilliant scientist and technician.

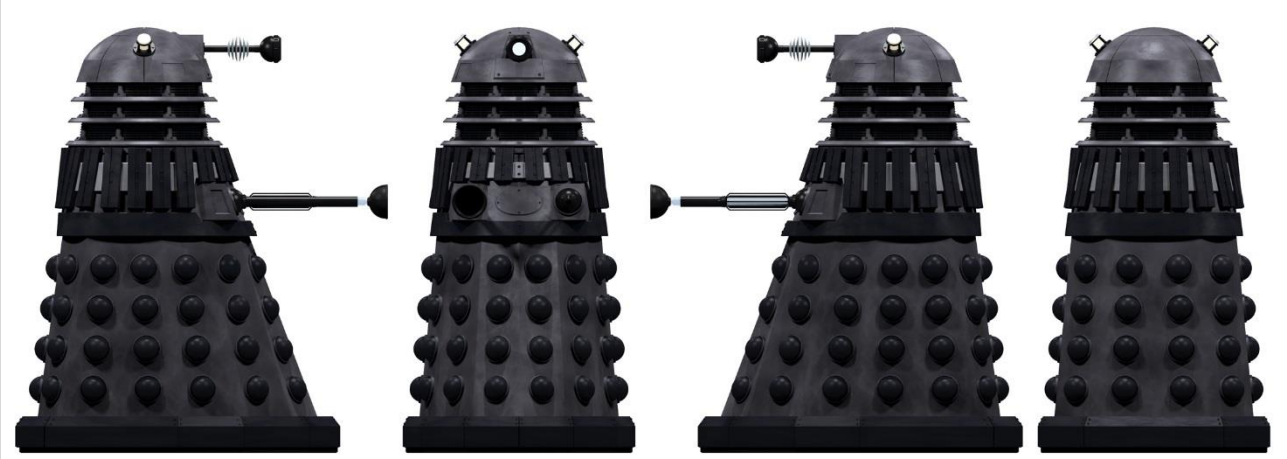
Skills: Convince 4, Fighting 4, Marksman 3, Medicine 3, Science 8, Subterfuge 3, Survival 4, Technology 8.

Tech level: 8

Story Points: 12



Dalek (Renegade Faction)



After the disastrous Movellan War, the Dalek Empire was shattered into dozens of factions, each attempting to establish a new Dalek Empire, each regarding the other as deviating from true Dalek ideology in some way, and desperate to avoid possible continued exposure to new strains of the Movellan virus. The resulting in-fighting made the Daleks truly vulnerable for the first time since their departure from Skaro.

Dalek (Renegade Faction)

Awareness 3 (3)
Coordination 2 (3)
Ingenuity 4 (4)
Presence 4 (3)
Resolve 4 (4)
Strength 7 (5)

Traits:

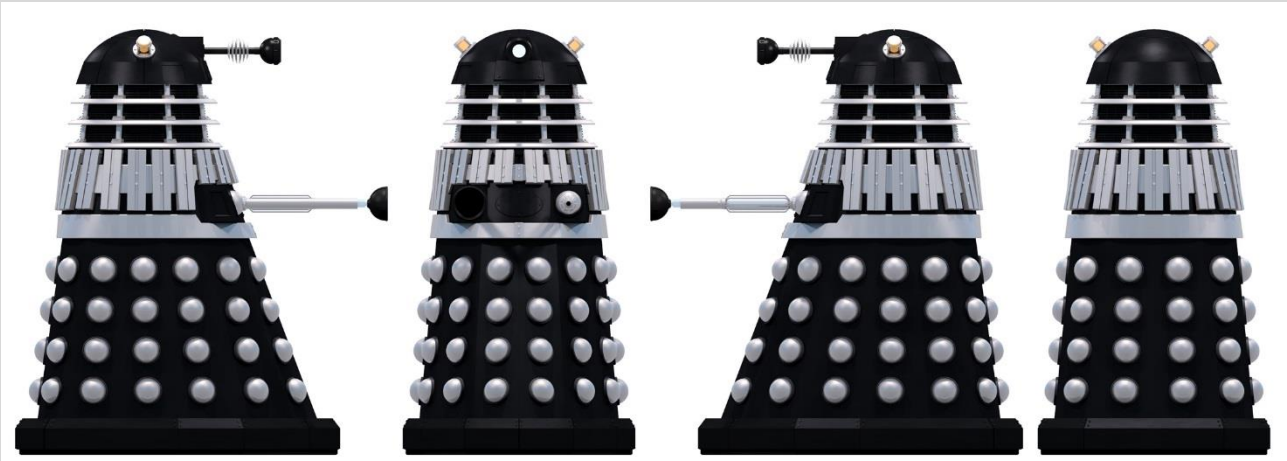
Alien Senses – The Dalek eye-stalk has enhanced vision modes (infra-red, ultraviolet and x-ray) and can see in total darkness.
Armour (Major) – The Dalekanium casing reduces damage by 10. This does reduce the Dalek's Coordination to 2 (already accommodated in the Attributes).
Cyborg
Environmental – Daleks can survive in the vacuum of space or underwater.
Fear Factor (3) – Once you realise how deadly the Daleks are, they are terrifying, getting a +6 to rolls when actively scaring someone.
Flight (Minor) – Daleks of this era can hover at a Speed of 1.
Natural Weapon: Exterminator –The legendary Dalek weapon usually kills with a single shot (L[4/L/L]).
Technically Adept – Daleks are brilliant scientists and technicians.

Skills: Convince 4, Fighting 4, Marksman 3, Medicine 3, Science 8, Subterfuge 3, Survival 4, Technology 8.

Tech Level: 8

Story Points: 5-8

Dalek Supreme (Renegade Faction)



With the Dalek Prime missing, presumed dead, after being caught on Skaro by Davros's Imperial Dalek Faction, the Supreme Daleks seized the reins of the splintering Dalek Empire. Each took control of a separate faction and attempted to establish itself as the new Dalek Emperor. With the back of the Empire broken and its communication hubs under the control of Davros's Imperial Faction, however, there was no way for the Supreme Council to reach consensus, resulting in factionalised in-fighting that further reduced the Dalek threat.

Dalek Supreme (Renegade Faction)

Awareness **3 (3)**
Coordination **2 (3)**
Ingenuity **5 (5)**
Presence **5 (4)**
Resolve **4 (4)**
Strength **7 (5)**

Traits:

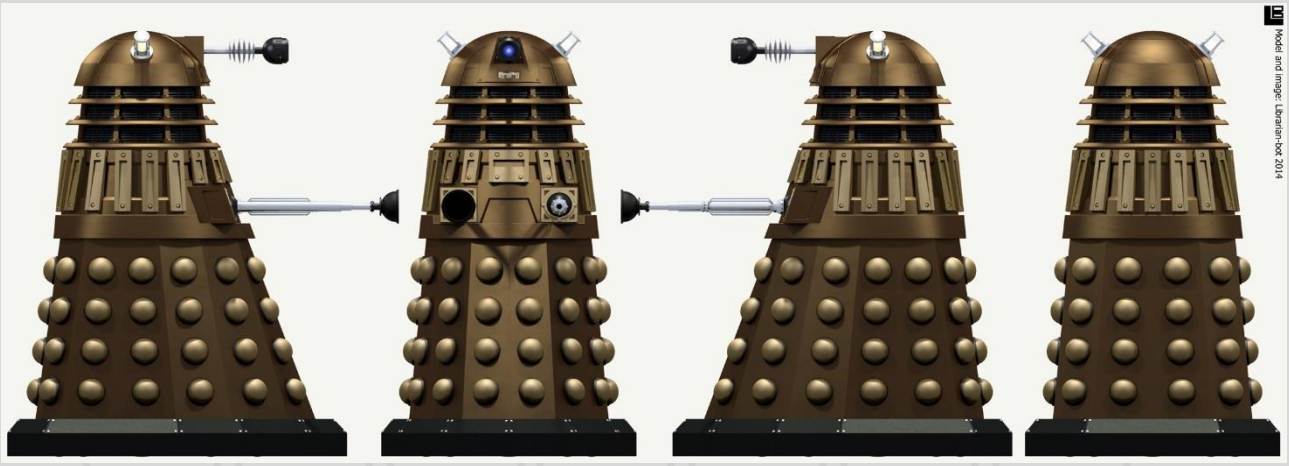
Alien Senses – The Dalek eye-stalk has enhanced vision modes (infra-red, ultraviolet and x-ray) and can see in total darkness.
Armour (Major) – The Dalekanium casing reduces damage by 10. This does reduce the Dalek's Coordination to 2 (already accommodated in the Attributes).
Cyborg
Environmental – Daleks can survive in the vacuum of space or underwater.
Fear Factor (3) – Once you realise how deadly the Daleks are, they are terrifying, getting a +6 to rolls when actively scaring someone.
Flight (Minor) – Daleks of this era can hover at a Speed of 1.
Natural Weapon: Exterminator –The legendary Dalek weapon usually kills with a single shot (L[4/L/L]).
Scan – The Daleks can interface with computers and complex machines.
Technically Adept – Daleks are brilliant scientists and technicians.

Skills: Convince 4, Fighting 4, Marksman 3, Medicine 3, Science 8, Subterfuge 4, Survival 4, Technology 8.

Tech Level: 8

Story Points: 8-10

Dalek (Time War Era)



The Daleks of the Time War were a leap forward for the species in terms of technological development. From a fractured, factionalised species with no home world and no leadership, the scattered Daleks somehow re-forged themselves into a single, powerful Empire with a single goal; the destruction of the Time Lords and total dominance of all time and space.

Dalek (Time War Era)

Awareness 3 (3)
Coordination 2 (3)
Ingenuity 4 (4)
Presence 4 (3)
Resolve 4 (4)
Strength 7 (5)

Traits:

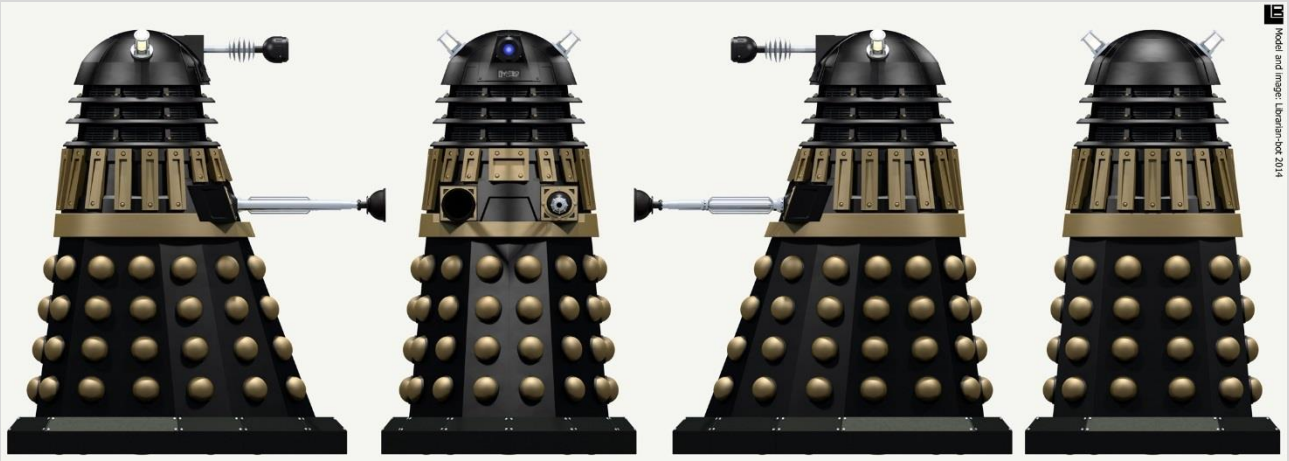
Alien Senses – The Dalek eye-stalk has enhanced vision modes (infra-red, ultraviolet and x-ray) and can see in total darkness.
Armour (Major) – The Dalekanium alloy casing reduces damage by 10. This does reduce the Dalek's Coordination to 2 (already accommodated in the Attributes).
Cyborg
Environmental – Daleks can survive in the vacuum of space, or underwater.
Fear Factor (4) – Daleks are terrifying, getting a +6 to rolls when actively scaring someone.
Flight (Major) – Daleks can fly. Their hovering Speed is effectively 1, when in open skies or space they have a Speed of 6.
Forcefield (Major Trait) – Bullets appear to stop in the air in front of the Dalek, appearing to dissolve on contact with the Dalek's powerful forcefield. Damage is reduced by two levels (from Disastrous to Failure, from Bad to no effect, etc).
Natural Weapon: Exterminator –The legendary Dalek weapon usually kills with a single shot (L(4/L/L)).
Scan – Daleks can interface with computers and with living beings and absorb data in great quantities.
Special: Self Destruct – If under threat of being captured, the Dalek will self-destruct, causing 6(3/6/9) damage to those within 10m of the explosion.
Technically Adept – Daleks are brilliant scientists and technicians.

Skills: Convince 4, Fighting 4, Marksman 3, Medicine 3, Science 8, Subterfuge 3, Survival 4, Technology 8

Technology Level: 9

Story Points: 5-8

Dalek Supreme (Time War Era)



Engineered to lead the war against the Time Lords, the latest generation of Supreme Daleks were amongst the most intelligent ever created. Cunning, cruel and cold, these Daleks formed the battle-plans and strategies for each front of the Last Great Time War.

Dalek Supreme (Time War Era)

Awareness 3 (3)
Coordination 2 (3)
Ingenuity 6 (6)
Presence 5 (4)
Resolve 4 (4)
Strength 7 (5)

Traits:

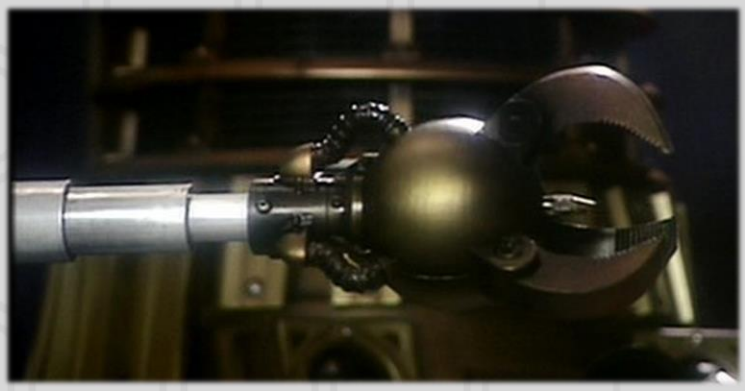
Alien Senses – The Dalek eye-stalk has enhanced vision modes (infra-red, ultraviolet and x-ray) and can see in total darkness.
Armour (Major) – The Dalekanium alloy casing reduces damage by 10. This does reduce the Dalek's Coordination to 2 (already accommodated in the Attributes).
Cyborg
Environmental – Daleks can survive in the vacuum of space or underwater.
Fear Factor (4) – Daleks are terrifying, getting a +6 to rolls when actively scaring someone.
Flight (Major) – Daleks can fly. Their hovering Speed is effectively 1, when in open skies or space they have a Speed of 6.
Forcefield (Major Trait) – Bullets appear to stop in the air in front of the Dalek, appearing to dissolve on contact with the Dalek's powerful forcefield. Damage is reduced by two levels (from Disastrous to Failure, from Bad to no effect, etc).
Natural Weapon: Exterminator –The legendary Dalek weapon usually kills with a single shot (L[4/L/L]).
Scan – Daleks can interface with computers and with living beings and absorb data in great quantities.
Special: Self Destruct – If under threat of being captured, the Dalek will self-destruct, causing 6(3/6/9) damage to those within 10m of the explosion.
Technically Adept – Daleks are brilliant scientists and technicians.
Vortex – As a last, desperate measure, some of the higher-ranking Daleks, such as the Cult of Skaro, can activate an "Emergency Temporal Shift", literally throwing themselves into the Vortex to escape. There is no control over where they will emerge, and this usually exhausts most of their energy supplies, leaving them on emergency reserves.

Skills: Convince 4, Fighting 4, Marksman 3, Medicine 3, Science 8, Subterfuge 4, Survival 4, Technology 8.

Tech Level: 8

Story Points: 8-10

Assault Dalek (Time War Era)

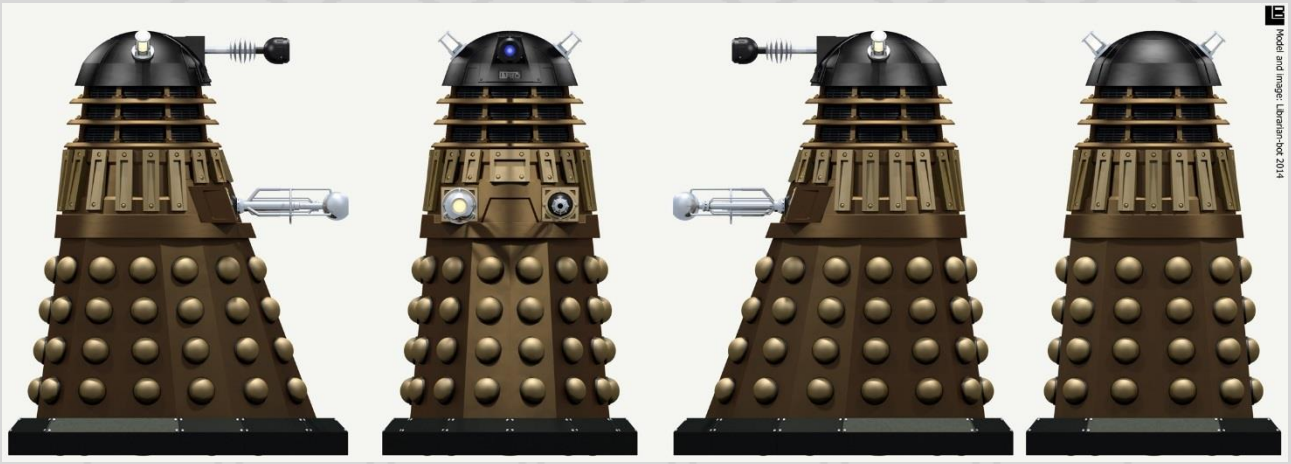


Assault Daleks have specialised claws with integrated flame units instead of the standard manipulator arm.

Statistics as the standard Dalek, with the additional Trait;

Weapon (Flame Claw) – The flame claw allows the Dalek to do much the same as its manipulator arm. However, they can use the flame unit to set fire to objects or to burn through doors and other obstacles (doing 5(2/5/7) per Round to a door or barrier).

Elite Guard Dalek (Time War Era)



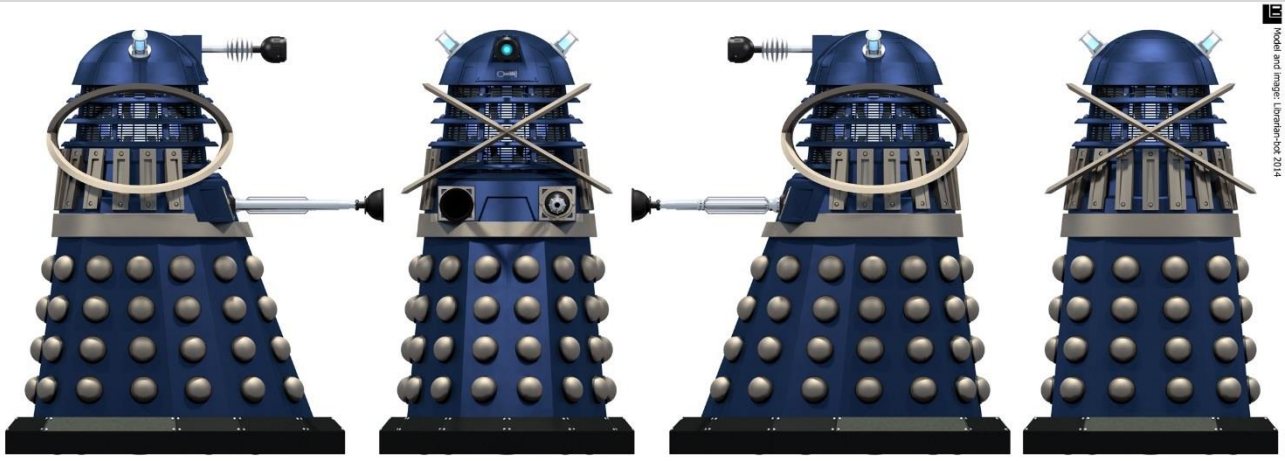
Circling the Emperor at all times are several elite guard units. These Daleks have black head domes and have a second weapon instead of a manipulator arm.

Statistics as the standard Dalek, with the following additions;

Dual weapons – An Imperial Guard Dalek may damage two targets each attack rather than one (though both targets must be close to each other due to the configuration of the weapons). They may also cover an area with a spread of fire, affecting anyone in the firing arc but with a reduced damage of 6(3/6/9).

Story Points: 5-8

Dalek Time Controller (Time War Era)



The Dalek Time Controller is a – possibly unique – Dalek genetically engineered with an augmented brain and expanded intellect. With an intelligence and rank equal to the Cult of Skaro, it is gifted with the ability to sense the flow of time, using an enhanced understanding of causality to accurately predict possible futures resulting from present actions. Its function is to act as strategic commander on any Dalek temporal operations to safeguard Dalek history, ensuring maximum success with minimum damage to the web of time. The creation of the Dalek Time Controller signifies a quantum leap in Dalek temporal strategy and indicates the beginnings of their ambition to supplant the Time Lords as the masters of eternity.

The Time Controller looks like a standard Dalek, but with a blue casing, silver sensor globes and an extended grille section crossed by angled slats. It has a more defined personality than normal Daleks, and a more natural speech pattern. As a special envoy of the Emperor, the Time Controller has command authority on any operation it is involved in, though its strategies may appear confusing and illogical when compared to standard Dalek tactics[179].

By the time of the New Dalek Paradigm, the function of the Time Controller has been assumed by the Dalek Eternal.

Dalek Time Controller

Awareness 4 (4)
Coordination 2 (3)
Ingenuity 6 (6)
Presence 5 (4)
Resolve 4 (4)
Strength 7 (5)

Traits:

Alien Senses – The Dalek eye-stalk has enhanced vision modes (infra-red, ultraviolet and x-ray) and can see in total darkness.
Armour (Major) – The Dalekanium alloy casing reduces damage by 10. This does reduce the Dalek's Coordination to 2 (already accommodated in the Attributes).
Cyborg
Environmental – Daleks can survive in the vacuum of space or underwater.
Fear Factor (4) – Daleks are terrifying, getting a +6 to rolls when actively scaring someone.
Feel the Turn of the Universe (Special) – The Time Controller can sense the timelines and the flow of the

[179] *Patient Zero*, Audio, Big Finish Productions

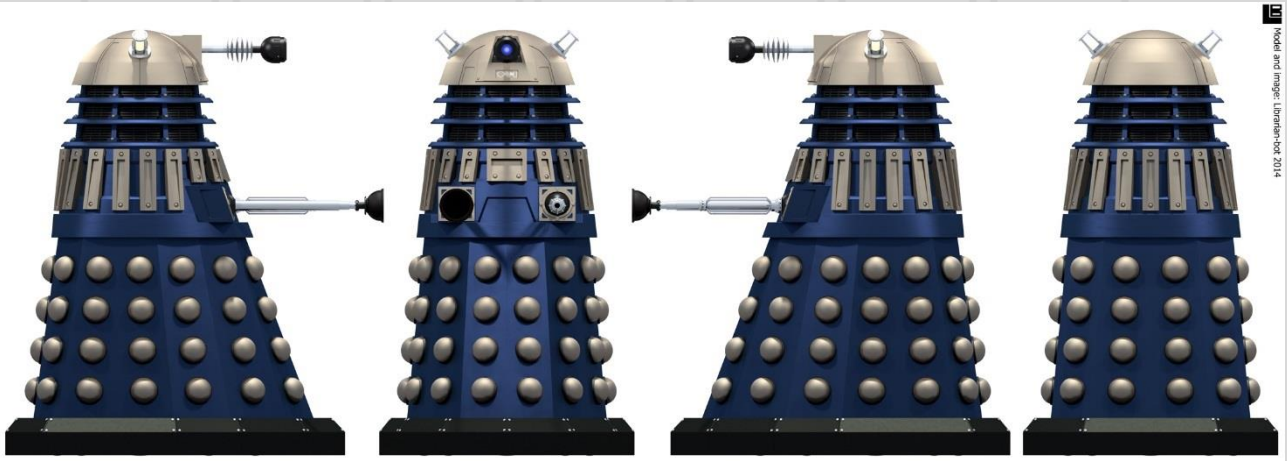
Universe.
Flight (Major) – Daleks can fly. Their hovering Speed is effectively 1, when in open skies or space they have a Speed of 6.
Forcefield (Major Trait) – Bullets appear to stop in the air in front of the Dalek, appearing to dissolve on contact with the Dalek's powerful forcefield. Damage is reduced by two levels (from Disastrous to Failure, from Bad to no effect, etc).
Natural Weapon: Exterminator –The legendary Dalek weapon usually kills with a single shot (L[4/L/L]).
Precognition (Special) – The Time Controller can see into the future and glimpse the multitude of possibilities.
Psychic (Special) – Along with *Precognition*, this allows the Time Controller to predict probable events.
Scan – Daleks can interface with computers and with living beings and absorb data in great quantities.
Special (Imaginative Cunning) – As the Dalek Time Controller has had its intellect expanded, it is not only intelligent but imaginative. It has a Dalek's pragmatism but is not bound by pure logic. The Gamemaster should allow the Dalek Time Controller to spend a Story Point to predict even the most 'out of the box' plans as it understands how illogical and imaginative people think. By spending the Story Point, a nasty surprise can be waiting for the attackers who think they have covered all the bases and created a fool proof anti-Dalek plan.
Special: Self Destruct – If under threat of being captured, the Dalek will self-destruct, causing 6(3/6/9) damage to those within 10m of the explosion.
Technically Adept – Daleks are brilliant scientists and technicians.
Vortex (Special) - As a last, desperate measure, some of the higher-ranking Daleks can activate an "Emergency Temporal Shift", literally throwing themselves into the Vortex to escape. There is no control over where they will emerge, and this usually exhausts most of their energy supplies, leaving them on emergency reserves.
Vortex (Special) – The Time Controller can pilot time-ships.

Skills: Convince 4, Fighting 4, Knowledge 3, Marksman 3, Medicine 1, Science 8, Subterfuge 4, Survival 4, Technology 8, Transport 3.

Tech Level: 9

Story Points: 10

The Eternity Circle (Time War Era)



The Eternity Circle is a temporal weapons design group under the command of the Dalek Time Controller, created during the Last Great Time War by the Dalek Emperor as part of the war effort against the Time Lords. Five Daleks with blue and silvery casings and expanded temporal awareness, they were responsible

for large-scale chronal weaponry like the Temporal Cannon on Moldox and the weaponization of the Tantalus Spiral. The Eternity Circle was destroyed by the former Cardinal Borusa in his last act as the Possibility Engine, but there may have been others[180].

Eternity Circle Dalek (Time War Era)

Awareness 4 (4)
Coordination 2 (3)
Ingenuity 5 (5)
Presence 5 (4)
Resolve 4 (4)
Strength 7 (5)

Traits:

Alien Senses – The Dalek eye-stalk has enhanced vision modes (infra-red, ultraviolet and x-ray) and can see in total darkness.
Armour (Major) – The Dalekanium alloy casing reduces damage by 10. This does reduce the Dalek's Coordination to 2 (already accommodated in the Attributes).
Cyborg
Environmental – Daleks can survive in the vacuum of space or underwater.
Fear Factor (4) – Daleks are terrifying, getting a +6 to rolls when actively scaring someone.
Flight (Major) – Daleks can fly. Their hovering Speed is effectively 1, when in open skies or space they have a Speed of 6.
Forcefield (Major Trait) – Bullets appear to stop in the air in front of the Dalek, appearing to dissolve on contact with the Dalek's powerful forcefield. Damage is reduced by two levels (from Disastrous to Failure, from Bad to no effect, etc).
Natural Weapon: Exterminator –The legendary Dalek weapon usually kills with a single shot (L[4/L/L]).
Scan – Daleks can interface with computers and with living beings and absorb data in great quantities.
Special: Self Destruct – If under threat of being captured, the Dalek will self-destruct, causing 6(3/6/9) damage to those within 10m of the explosion.
Technically Adept – Daleks are brilliant scientists and technicians.
Vortex (Special) - As a last, desperate measure, some of the higher-ranking Daleks, including the Eternity Circle, can activate an 'Emergency Temporal Shift', literally throwing themselves into the Vortex to escape. There is no control over where they will emerge, and this usually exhausts most of their energy supplies, leaving them on emergency reserves.
Vortex (Special) – The Eternity Circle specialise in the design of temporal weaponry and can pilot time-ships.

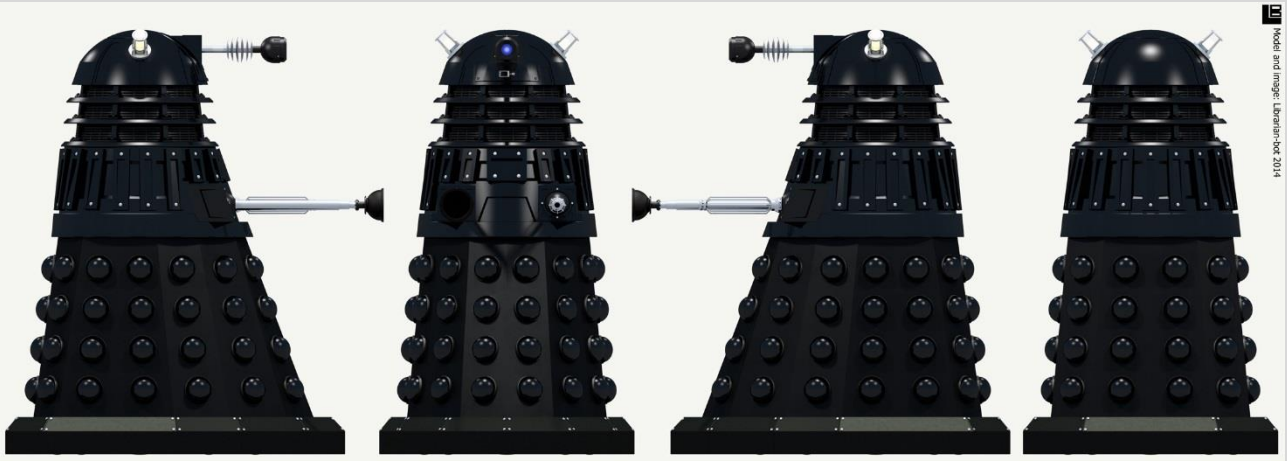
Skills: Convince 4, Fighting 4, Knowledge 3, Marksman 3, Medicine 1, Science 8, Subterfuge 4, Survival 4, Technology 8, Transport 3.

Tech Level: 9

Story Points: 6-8

[180] *Engines of War*, Novel, BBC Books

The Cult of Skaro (Time War Era)



Recognising the Daleks limitations in the face of other, less rigid species, the Dalek Emperor assembled the Cult of Skaro from among Daleks who had demonstrated intelligence, instinct and imagination. Equipped with special casings and linked to the sum of all Dalek knowledge, the Cult is a strategic think tank, tasked with imagining new ways of survival and thinking like the enemy in order to anticipate and circumvent their tactics. As a mark of their individuality, each is granted a name by the Emperor, the first Daleks in thousands of years to be known as anything other than their function.

The Cult consists of;

- The leader, Dalek Sec, a black Dalek and commander of the Seventh Incursion Squad
- Dalek Thay, former commandant of top secret research facility Station Alpha
- Dalek Caan, Attack Squad Leader of the Thirteenth Assault Group
- Dalek Jast, Force Leader of the Outer Rim Defensive Battalion

Foreseeing the destruction of the Dalek Empire in the last days of the Time War, the Cult captures a Time Lord prison ship full of Daleks and hide themselves in the void between universes. There they wait out the end of the war, ready to emerge once more and build a new Dalek Empire in the ashes of the old.

The Cult of Skaro (Time War Era)

Awareness 3 (3)
Coordination 2 (3)
Ingenuity 5 (5)
Presence 4 (4)
Resolve 4 (4)
Strength 7 (5)

Traits:

Alien Senses – The Dalek eye-stalk has enhanced vision modes (infra-red, ultraviolet and x-ray) and can see in total darkness.
Armour (Major) – The Dalekanium alloy casing reduces damage by 10. This does reduce the Dalek's Coordination to 2 (already accommodated in the Attributes).
Cyborg
Environmental – Daleks can survive in the vacuum of space or underwater.
Fear Factor (4) – Daleks are terrifying, getting a +6 to rolls when actively scaring someone.
Flight (Major) – Daleks can fly. Their hovering Speed is effectively 1, when in open skies or space they have a Speed of 6.

Forcefield (Major Trait) – Bullets appear to stop in the air in front of the Dalek, appearing to dissolve on contact with the Dalek's powerful forcefield. Damage is reduced by two levels (from Disastrous to Failure, from Bad to no effect, etc).
Natural Weapon: Exterminator –The legendary Dalek weapon usually kills with a single shot (L[4/L/L]).
Scan – Daleks can interface with computers and with living beings and absorb data in great quantities.
Special (Imaginative Cunning) – As their remit is to think like humans, the Cult of Skaro are not only intelligent but imaginative in their tactics. They have all a Dalek's pragmatism but are not bound by pure logic. The Gamemaster should allow a Cult of Skaro Dalek to spend a Story Point to predict even the most "out of the box" plans as they understand how illogical and imaginative people think. By spending the Story Point, a nasty surprise can be waiting for the attackers who think they have covered all the bases and created a fool proof anti-Dalek plan.
Special: Self Destruct – If under threat of being captured, the Dalek will self-destruct, causing 6(3/6/9) damage to those within 10m of the explosion.
Technically Adept – Daleks are brilliant scientists and technicians.
Vortex (Special) - As a last, desperate measure, some of the higher-ranking Daleks, such as the Cult of Skaro and the Eternity Circle, can activate an 'Emergency Temporal Shift', literally throwing themselves into the Vortex to escape. There is no control over where they will emerge, and this usually exhausts most of their energy supplies, leaving them on emergency reserves.

Skills: Convince 2, Fighting 4, Knowledge 4, Marksman 4, Medicine 3, Science 4, Subterfuge 4, Survival 4, Technology 5.

Tech Level: 9

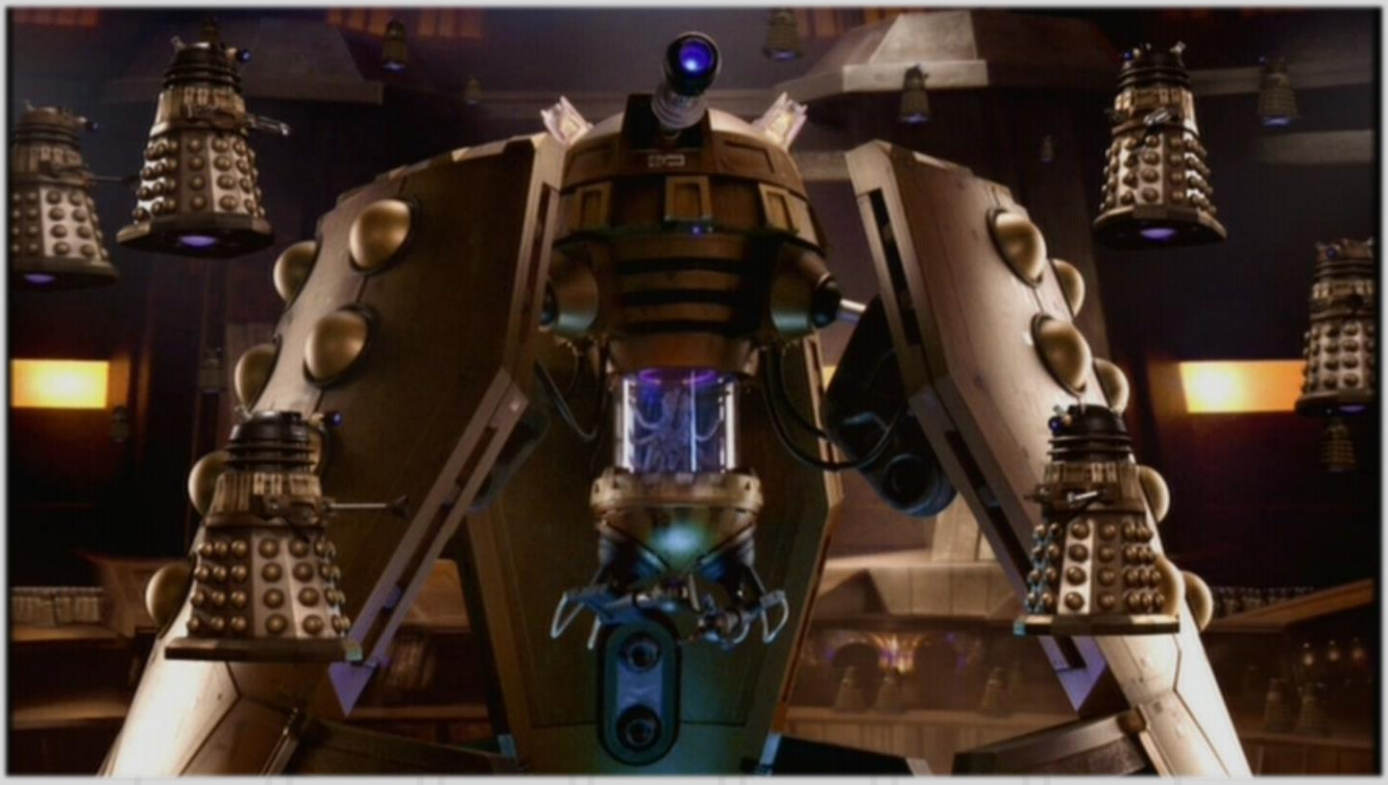
Story Points: 6-8

Dalek Emperor (Time War Era)

During the Time War with Gallifrey the Dalek Emperor is encased in a more secure static shell that leaves the mutant inside visible but heavily defended against conventional and temporal attack. It has no obvious offensive weapons but is protected by the most advanced armour and force-fields and is always surrounded by a cadre of Imperial Guard Daleks. The static shell integrates the Dalek Emperor with its command vessel, making it the "mind" of the ship, in total control of its offensive and defensive systems. The Emperor has access to a mobile casing when required, but rarely leaves the safety and networked systems of its command module

During the Time War the Dalek Prime creates several "Puppet Emperors", each imprinted with a copy of its mind and memories in case of a decisive temporal strike against Skaro[181]. It is known that at least one Emperor survived the Time War but was driven insane by its experiences and declared itself the God of all Daleks. This Emperor was later reduced to ash by the human Rose Tyler while in possession of the power of the time vortex[182]. Another Emperor was encountered by a Thal military expedition to the Quadrille system, controlling a biological research and testing facility[183]. Whether any other Emperors, or even the Dalek Prime itself, also survive remains to be seen.

[181] Speculation
[182] *The Parting of the Ways*, TV, BBC
[183] *The Dalek Factor*, Novella, Telos Publishing



Dalek Emperor (Time War Era)

Awareness **5 (5)**
Coordination **2 (3)**
Ingenuity **7 (7)**
Presence **8 (4)**
Resolve **5 (5)**
Strength **10 (5)**

Traits:

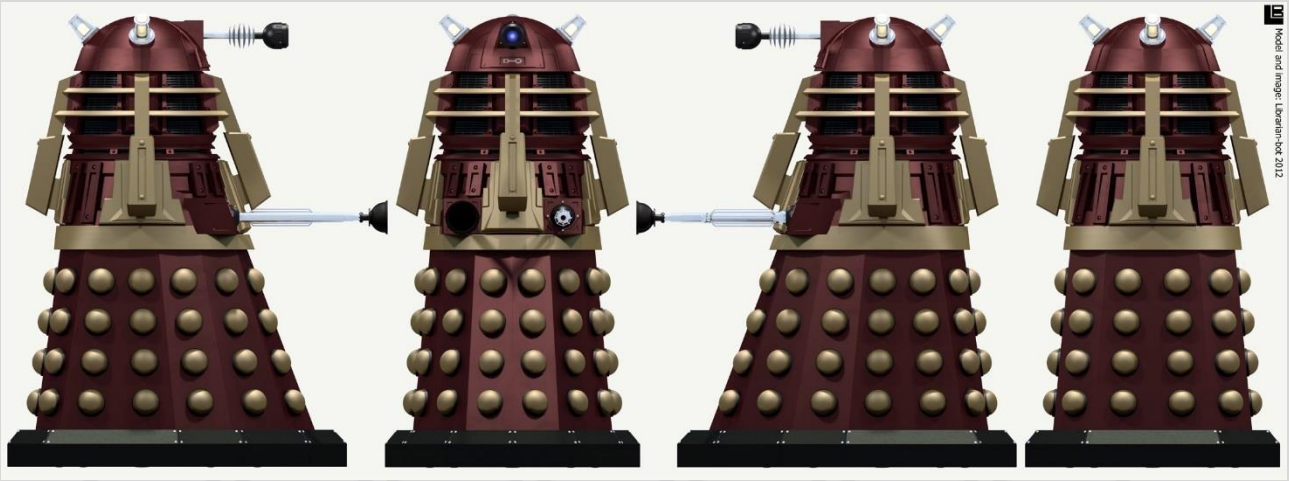
Armour (Major) – The enhanced Dalekanium casing reduces damage by 15.
Cyborg
Environmental – The Emperor Dalek can survive in the vacuum of space, or underwater.
Fear Factor (5) – In spite of being unarmed, the Emperor Dalek projects a terrifying presence. It gets a +10 to rolls when actively scaring someone.
Forcefield (Major) – Bullets appear to stop in the air in front of the Emperor Dalek, dissolving on contact with its powerful forcefield. Damage is reduced by two levels (from Disastrous to Failure, from Bad to no effect, and so on).
Huge (Major) – The Emperor Dalek is enormous and gains +4 to its effective Strength and +2 to its Speed (if detached from the command saucer). It does make it easier to hit (+4) and to see (+8).
Scan – The Emperor Dalek can interface with computers and with living beings, and absorb data in great quantities.
Slow (Major) – The Emperor's great bulk means it moves very slowly (Speed 1).
Technically Adept – The Emperor Dalek is a brilliant scientist and technician.

Skills: Convince 4, Knowledge 10, Medicine 5, Science 8, Technology 8, Survival 4, Transport 3.

Tech Level: 9

Story Points: 9

Dalek Supreme (New Dalek Empire)



In Davros's "New Dalek Empire", leadership is vested in the form of the Dalek Supreme. This enhanced mutant creature is housed in a specialised casing, based on the design of the Dalek Supreme in Davros's earlier Imperial Faction, and has a deeper, more expressive vocal interface.

Dalek Supreme (New Dalek Empire)

Awareness 3 (3)
Coordination 2 (3)
Ingenuity 5 (5)
Presence 5 (4)
Resolve 4 (4)
Strength 7 (5)

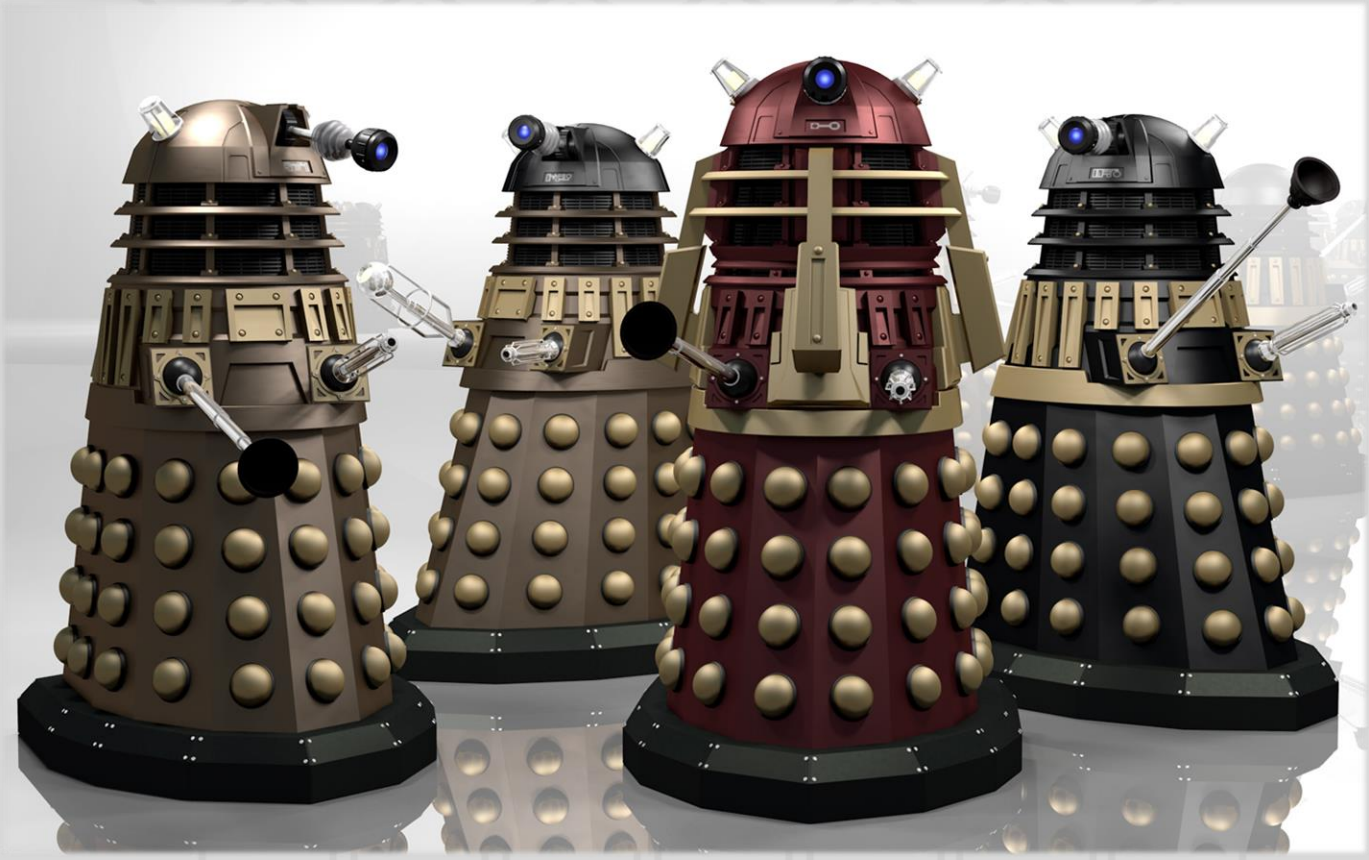
Traits:

Alien Senses – The Dalek eye-stalk has enhanced vision modes (infra-red, ultraviolet and x-ray) and can see in total darkness.
Armour (Major) – The Dalekanium alloy casing reduces damage by 10. This does reduce the Dalek's Coordination to 2 (already accommodated in the Attributes).
Cyborg
Environmental – Daleks can survive in the vacuum of space or underwater.
Fear Factor (4) – Daleks are terrifying, getting a +6 to rolls when actively scaring someone.
Flight (Major) – Daleks can fly. Their hovering Speed is effectively 1, when in open skies or space they have a Speed of 6.
Forcefield (Major Trait) – Bullets appear to stop in the air in front of the Dalek, appearing to dissolve on contact with the Dalek's powerful forcefield. Damage is reduced by two levels (from Disastrous to Failure, from Bad to no effect, etc).
Natural Weapon: Exterminator –The legendary Dalek weapon usually kills with a single shot (L[4/L/L]).
Scan – Daleks can interface with computers and with living beings and absorb data in great quantities.
Special: Self Destruct – If under threat of being captured, the Dalek will self-destruct, causing 6(3/6/9) damage to those within 10m of the explosion.
Technically Adept – Daleks are brilliant scientists and technicians.

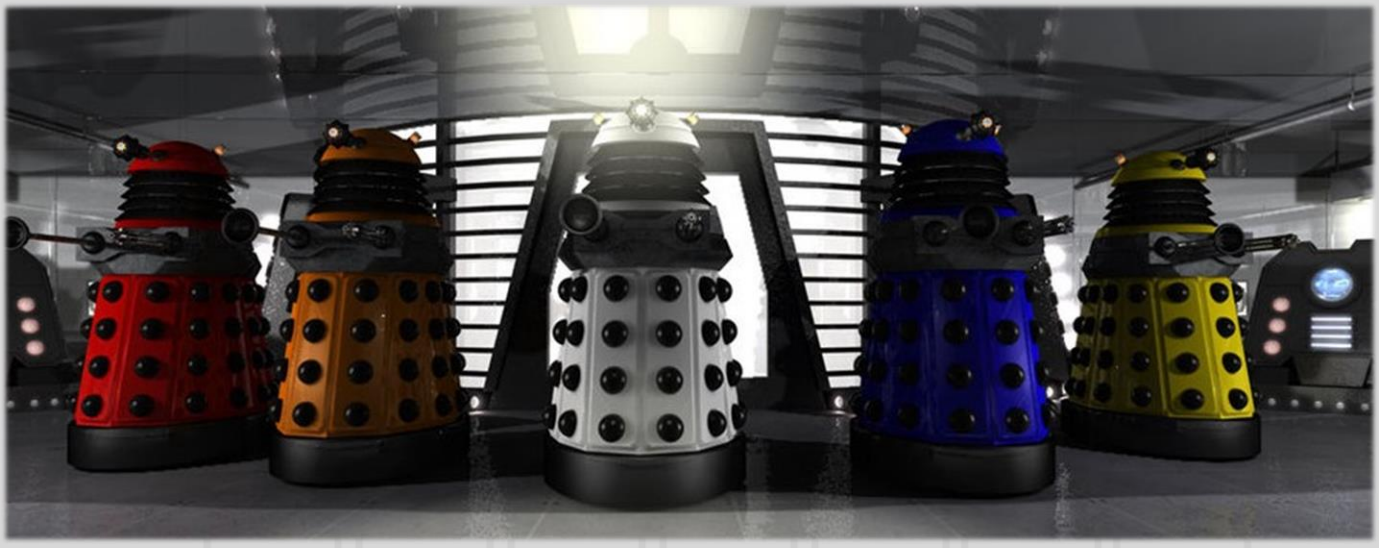
Skills: Convince 4, Fighting 4, Marksman 3, Medicine 3, Science 4, Subterfuge 4, Survival 4, Technology 5.

Tech Level: 8

Story Points: 10



The New Dalek Paradigm



The New Dalek Paradigm are a series of “pure blood” Daleks generated by the last Dalek Progenitor device in existence, encased within advanced battle-shells designed to allow them to reconstruct the Dalek Empire. The enhanced casings contain additional limbs and replication systems, facilitating the rapid production of Dalek technology.

The Paradigm Daleks swiftly re-establish the Dalek empire, spearheading initiatives to consolidate a power base for the species. At first the advanced battle-shells are wide-spread, but their construction consumes valuable resources and eventually their use is discontinued. Paradigm Daleks are still occasionally seen in senior roles, further cementing the security of the Dalek Empire, but are rarely encountered off Skaro.

The New Dalek Paradigm are colour-coded for their roles; Red Drones, Orange Scientists, White Supreme Daleks, Blue Strategists and Yellow for the Eternal. Each has a specific function, with the Eternal being tasked with securing the Empire from temporal attack and ensuring their continued survival as a species.

Drone Dalek (New Dalek Paradigm)

Awareness **3 (3)**
Coordination **2 (3)**
Ingenuity **4 (4)**
Presence **4 (3)**
Resolve **4 (4)**
Strength **7 (5)**

Traits:

Alien Senses – The Dalek eye-stalk has enhanced vision modes (infra-red, ultraviolet and x-ray) and can see in total darkness.
Armour (Major) – The Dalekanium casing reduces damage by 10. This does reduce the Dalek’s Coordination to 2 (already included in their Attributes).
Cyborg
Environmental – Daleks can survive in the vacuum of space, or underwater.
Fear Factor (4) – No one who has faced a Dalek can consider them anything less than terrifying, getting a +8 to rolls when actively scaring someone.
Flight (Major) – Daleks can fly. When hovering their Speed is effectively 1, when in open skies or space they have a Speed of 6.
Forcefield (Major) – Bullets appear to stop in the air before the Dalek, appearing to dissolve on contact with

the Dalek's powerful forcefield. Da mage is reduced by two levels (from Disastrous to Failure, from Bad to Success, and so on).
Natural Weapon: Exterminator –The legendary Dalek weapon usually kills with a single shot (4/L/L).
Scan – The Dalek can interface with computers and with living beings and absorb data in great quantities.
Special: Self Destruct – If under threat of being captured, the Dalek will self-destruct, causing (3/6/9) levels of damage to those within 10m of the explosion.
Technically Adept – Daleks are brilliant scientists and technicians.
Vortex – As a last, desperate measure, some of the higher-ranking Daleks can activate an "Emergency Temporal Shift", literally throwing themselves into the Vortex to escape. There is no control over where they will emerge, and this usually exhausts most of their energy supplies, leaving them on emergency reserves.

Skills: Convince 4, Fighting 4, Marksman 3, Medicine 3, Science 8, Survival 4, Technology 8

Tech Level: 9

Story Points: 5-8

Scientist Dalek (New Dalek Paradigm)

As Drone, with the following exceptions:

Traits: Boffin

Skills: Science 9, Technology 9.

Supreme Dalek (New Dalek Paradigm)

As Drone, with the following exceptions:

Presence 6

Traits: Voice of Authority

Skills: Convince 5

Story Points: 10

Strategist Dalek (New Dalek Paradigm)

As Drone, with the following exceptions:

Awareness 4
Ingenuity 5

Eternal Dalek (New Dalek Paradigm)

As Dalek Drone, with the following exceptions:

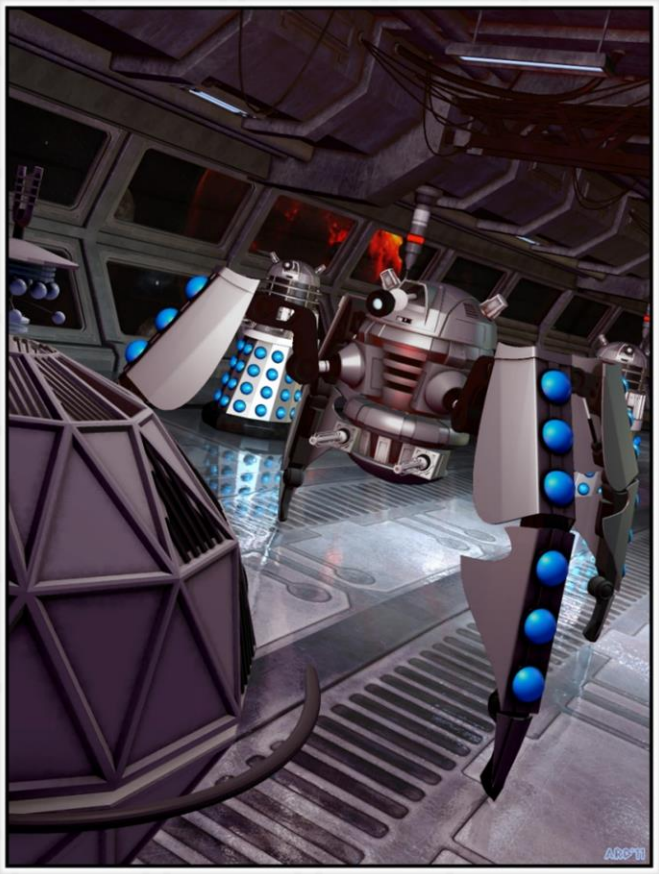
Traits: Indomitable

Skills: Knowledge 4, Survival 5

Variant Daleks

While most Daleks share the same basic form, there have been several specialist variants. In most cases the mutant assigned the speciality in question keeps it for life. However, some Dalek mutants are transplanted from shell to shell depending on the needs of the Dalek race. All these variants have the same traits and abilities as the basic Dalek, except where noted.

Spider Dalek



Spider Daleks are slightly larger than standard Dalek soldiers and have tougher armour. Although the dome and eye-stalk are modified forms of those of a standard Dalek, four mechanical spider-like legs unfold from the lower section. These legs provided the Spider Daleks with greater manoeuvrability than the limited hover-capability of regular Daleks, allowing them to scuttle over rougher terrain and even climb steep surfaces.

With refinements in the Dalek motivator units and the development of Daleks capable of flight, the design became obsolete.

Spider Dalek

Awareness 3
Coordination 3
Ingenuity 4
Presence 4
Resolve 4
Strength 6

Traits:

Armour (Major) – The Spider Dalek casing provides 15 points of damage reduction.
Climbing (Minor) – Spider Daleks have a +4 bonus on Coordination and Athletics rolls involving climbing.
Cyborg (Special)
Environmental (Major) – Daleks can survive in hostile environments, including the vacuum of space.
Fear Factor 3 – These Daleks have a +6 bonus to scare or intimidate.
Natural Weapon (Major) – The Dalek exterminator inflicts L(4/L/L) damage.
Scan (Minor) – Daleks can absorb huge amounts of data from computers or living brains.
Technically Adept – Daleks are brilliant scientists and technicians.
Weakness (Minor) – A Spider Dalek's leg-joints have weaker armour, providing only 2 points of damage reduction. If several legs can be damaged, the Dalek can be rendered immobile. If targeted, leg-joints are -4 to hit due to their small size. It takes 3 points of damage to disable a leg in this way.

Skills: Athletics (Climbing) 2, Convince 2, Fighting 4, Marksman 3, Medicine 1, Science 3, Subterfuge 4, Technology 4

Technology Level: 7

Story Points: 4-6

Strider Dalek

Based on the old Spider Dalek design, Striders are gigantic, ten times larger than their smaller cousins. Equipped with a variety of heavy weapons, they are Dalek field artillery, used to both decimate and terrify opponents.

Strider Dalek

Awareness 3
Coordination 2
Ingenuity 4
Presence 5
Resolve 4
Strength 10

Traits:

Armour (Major) – The Strider casing provides 20 points of damage reduction.
Cyborg (Special)
Environmental (Major) – Daleks can survive in hostile environments, including the vacuum of space.
Fear Factor 4 – These Daleks have a +8 bonus to scare or intimidate.
Natural Weapon (Major) – The Strider exterminator cannons deliver 20(10/20/30) damage.
Scan (Minor) – Daleks can absorb vast amounts of data from computers or living brains.
Size: Huge (Major) – The Striders' huge size provides +4 Strength (included in the above stats), +2 Speed (they move with a Speed of 4); +4 to be hit; +8 to be seen.
Technically Adept – Daleks are brilliant scientists and technicians.
Weakness (Minor) – A Strider's leg-joints have weaker Armour, though still providing 5 points of damage reduction. If several legs can be damaged, the Strider can be rendered immobile. If targeted, leg-joints are -2 to hit due to their size. It takes 5 points of damage to disable a leg in this way.

Skills: Convince 2, Fighting 3, Marksman 3, Medicine 1, Science 3, Technology 4

Technology Level: 7 (early Dalek tech)

Story Points: 3-5

Scout Dalek

Originally developed by Davros for his Imperial Dalek Faction, Scout Dalek are designed for intelligence gathering and speed, with an expanded array of sensors, lighter armour and a larger, more powerful motivator unit that allows them to move at speeds in excess of 30 kilometres per hour. Scout Daleks use their higher speed to reconnoitre ahead in a battlefield situation. Their main objective is usually to get behind enemy lines, gather as much intelligence as possible and transmit it to the Dalek command network. Scouts can also be used as a rapid response unit, but their lighter armour makes them less effective in battle[184].

Scout Daleks resemble a standard Dalek casing with a thicker base. After the Daleks upgrade their standard casing in preparation for the Time War, their enhanced mobility makes the Scout Dalek obsolete.

[184] *Remembrance of the Daleks*, TV novelisation, Target Books

Scout Dalek

Awareness 4
Coordination 3
Ingenuity 4
Presence 4
Resolve 4
Strength 5

Traits:

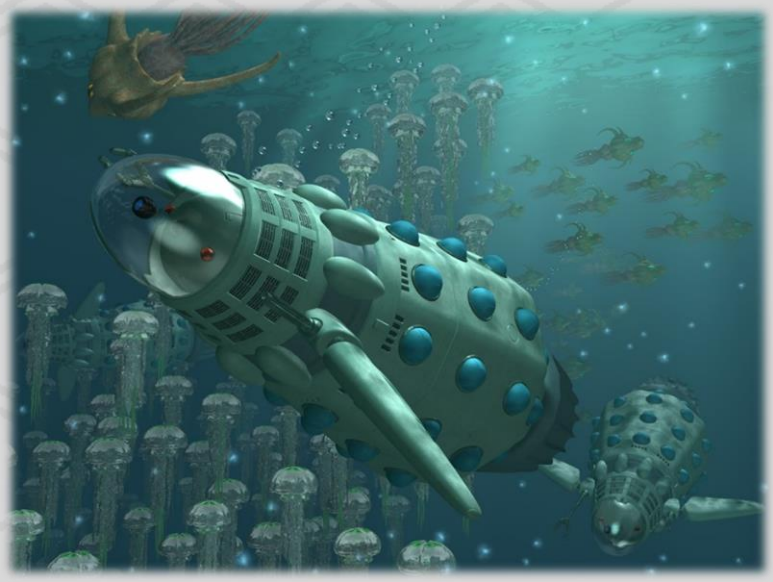
Alien Senses (Minor) – Dalek Scouts' visual scanners extend into the IR and UV ranges of the spectrum.
Armour (Minor) – The lighter armour casing of the Dalek Scouts only provides 5 points of damage reduction.
Block Scan (Minor) – The ECM shielding of these Daleks provides a -2 penalty on rolls for Scans which attempt to detect them. See the Stealth Dalek (above) for further details of this trait.
Cyborg (Special)
Environmental (Major) – Daleks can survive in hostile environments, including the vacuum of space.
Fast (Major) – Dalek Scouts zip along with a Speed of 6.
Fear Factor 2 – Dalek Scouts have a +4 bonus to scare others, as they're less intimidating than standard Daleks.
Flight (Minor) – In hover mode, Dalek Scouts travel at a Speed of 3.
Natural Weapon (Major) – The Dalek exterminator inflicts L(4/L/L) damage.
Scan (Minor) – Daleks can absorb vast amounts of data from computers or living brains.
Transmit (Minor) – Dalek Scouts can transmit data and information back to their commanders.
Technically Adept (Minor) – Dalek Scouts have a +2 bonus to use or repair technology.

Skills: Convince 2, Fighting 3, Marksman 4, Science 3, Subterfuge 2, Survival 4, Technology 4

Technology Level: 8

Story Points: 3-5

Marine Dalek



The Marine Dalek is elongated and torpedo-shaped, with two large wing-like diving planes on either side of the main body. It has an eye-stalk protected within a transparent nosecone, and a blast-gun and a grappling arm lying parallel to the body. Hydrothrusters occupy the base of the battle-shell, where the motivator unit would be on a standard Dalek. Marin Daleks are larger than a standard Dalek drone to incorporate the additional life support systems to cope with deep sea pressures.

Marine Daleks are one of the products of greater Dalek ingenuity seen during the fourth millennium time-period, when the Daleks experienced their technological renaissance.

Marine Dalek

Awareness 3 (3)
Coordination 2 (3)
Ingenuity 4 (4)
Presence 4 (3)
Resolve 4 (4)
Strength 6 (5)

Traits:

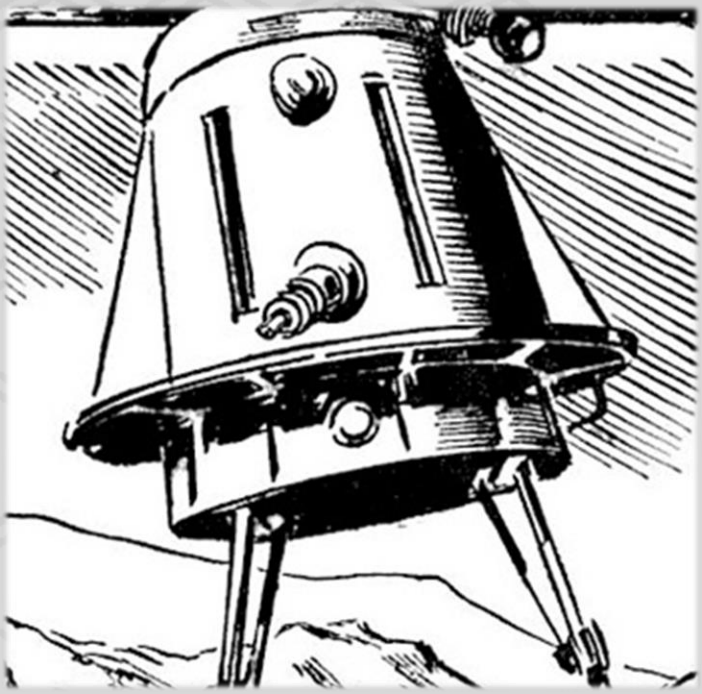
Alien Senses (Minor) – Marine Daleks can use sonar to sense targets underwater.
Armour (Major) - The Dalekanium alloy casing reduces damage by 10. This does reduce the Dalek's Coordination to 2 (already accommodated in the Attributes).
Cyborg
Environmental – Daleks can survive in the vacuum of space or underwater.
Fear Factor (3) – Daleks are terrifying, getting a +6 to rolls when actively scaring someone.
Fast (Major) – Marine Daleks move at high speed underwater (Speed 6).
Natural Weapon: Exterminator – The legendary Dalek weapon usually kills with a single shot (L[4/L/L]).
Restriction – Marine Dalek casings are built for sub-aqua operations and cannot function out of the water.
Scan – The Daleks can interface with computers and complex machines.
Technically Adept – Daleks are brilliant at using and adapting technology.

Skills: Convince 4, Fighting 4, Marksman 3, Medicine 3, Science 8, Subterfuge 3, Survival 4, Technology 8.

Tech Level: 8

Story Points: 5-8

Marsh Dalek



Marsh Daleks were an early variation on the standard Dalek model. Something of an oddity among the Dalek ranks, the Marsh Daleks are structurally different from the basic battle-shell, lacking many of the standard features, most notably the manipulator arm, power slats and neck grille. Employed to patrol swamps and other areas of shifting or unstable terrain, they are equipped with two or three thin stilt legs and a blast-gun positioned in the centre of the cylindrical body.

Marsh Daleks were deployed on Gurnian to keep the local wildlife under control, but were ultimately unsuccessful, with at least one Marsh Dalek falling prey to the metal-eating Horrorkons[185]. During the 26th Century an irregular army encountered and fought Marsh Daleks in the Flova trenches. They brought them down by shooting at the legs with high-impulse carbines[186].

[185] *The Dalek Book: Monsters of Gurnian*, Comic strip, Souvenir Press
[186] *Lungbarrow*, Novel, Virgin Publishing

After the Daleks upgraded their standard casing in preparation for the Time War, their improved flight capability made the Marsh Daleks obsolete, though flaws in the basic design had already made them a rarity.

Marsh Dalek

Awareness **3 (2)**
Coordination **2 (3)**
Ingenuity **4 (4)**
Presence **3 (2)**
Resolve **4 (4)**
Strength **5 (3)**

Traits:

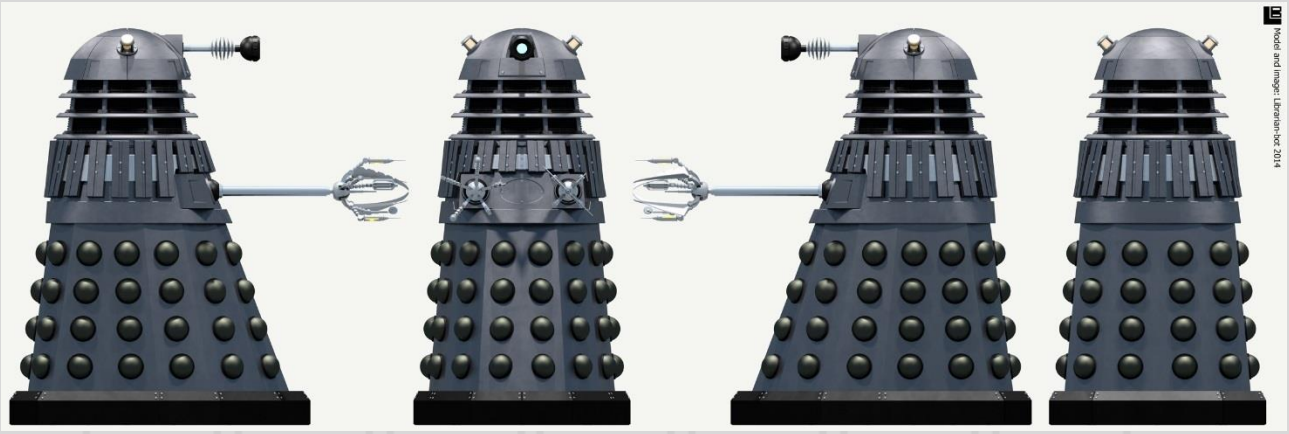
Armour (Minor) – This is a weaker version of the Dalek's famous Dalekanium armour shell and can only deduct 5 points of damage.
Cyborg
Environmental – Daleks can survive in the vacuum of space, or underwater.
Fear Factor (3) – Daleks are terrifying, getting a +6 to rolls when actively scaring someone.
Natural Weapon: Exterminator –The Dalek's deadly beam weapon can either kill or paralyse their victims. (L[4/L/L]).
Scan – The early Daleks can interface with computers and complex machines.
Technically Adept – The Daleks are brilliant scientists and technicians.
Weakness (Minor) – A Marsh's leg-joints have weaker Armour, though still providing 5 points of damage reduction. If one or more legs are damaged, the Marsh Dalek can be rendered immobile. If targeted, leg-joints are -2 to hit due to their size. It takes 5 points of damage to disable a leg in this way.

Skills: Convince 2, Fighting 4, Marksman 3, Medicine 1, Science 3, Technology 4

Technology Level: 6

Story Points: 2-3

Technician Dalek



Technician Daleks are the scientific, technical and engineering specialists of the Dalek Empire. Unusually for the Daleks, they are not normally fitted with a personal weapon. Instead, they have two specialised manipulator arms, fitted with the tools necessary to complete their designated task. Manipulator arms may include – but are not limited to – surgical and medical tools, micromanipulators, maintenance devices and implements of torture.

While all Daleks possess vast scientific knowledge, Technician Daleks are specialists in their individual fields, each individual being highly skilled in their designated area of responsibility. They are rarely deployed in zones of conflict, but can often be found at bridgehead bases performing diagnostics and maintenance on damaged Daleks, maintaining and repairing combat equipment, supervising the robotising process and conducting interrogations.

Technician Dalek

Awareness 3
Coordination 2
Ingenuity 4
Presence 4
Resolve 4
Strength 6

Traits:

Armour (Major) – The Dalek casing provides 10 points of damage reduction.
Boffin (Major) – Technician Daleks can design and build gadgets and equipment.
Cyborg (Special)
Environmental (Major) – Daleks can survive in hostile environments, including the vacuum of space.
Fear Factor 2 – These Daleks have a +4 bonus to scare or intimidate.
Flight (Minor) – Technician Daleks can hover along with a Speed of 1.
Natural Weapon: Cutting Torch (Major) – Technician Daleks don't carry the standard weapon, but their cutting torch can be used as a flamethrower on its wide setting, delivering 6(3/6/9) damage up to a maximum range of 3 metres. A Good or Fantastic result also has a chance of igniting the target: for Good, a roll of 1-2 on a 6-sided dice; for Fantastic, a roll of 1-4. Once ignited, the target takes the same damage each round until the flame has been extinguished.
Open/Close (Minor) – The Technician Dalek's claw-arm contains the technology to interface with electronics, including lock controls.
Scan (Minor) – Daleks can absorb vast amounts of data from computers. Technician Daleks lack the manipulator arm which allows other Daleks to interface with living minds.

Technically Adept – Technician Daleks are brilliant scientists and technicians.
Weld (Minor) – The Technician Dalek's cutting torch can be used to weld and fuse metal, cut through even toughened materials, or simply to ignite them.

Skills: Convince 2, Fighting 3, Marksman 3, Science 3, Survival 4, Technology 5

Technology Level: 8

Story Points: 3-5

Heavy Weapons Dalek

Heavy Weapons Daleks (sometimes referred to by human troopers as Storm Daleks or simply Stormers) are specialist rapid-assault units equipped with a force-field, heavy armour, dual blast-cannons and an over-sized motivator, making them the first Dalek models capable of true flight. Due to the many battlefield successes of this variant, the design innovations first trialled in the Heavy Weapons Dalek were eventually incorporated into the standard Time War-era Dalek casing, ironically rendering Stormers obsolete.

Heavy Weapons Dalek

Awareness	**3**
Coordination	**2**
Ingenuity	**4**
Presence	**4**
Resolve	**4**
Strength	**7**

Traits:

Alien Senses – The Dalek eye-stalk has enhanced vision modes (infra-red, ultraviolet and x-ray) and can see in total darkness.
Armour (Major) – The Dalekanium casing reduces damage by 10. This does reduce the Dalek's Coordination to 2 (already accommodated in the Attributes).
Cyborg – Kaled mutants of the Imperial Dalek Faction are surgically grafted to their casings and cannot be separated from them, making them true cyborgs.
Dual weapons – A Heavy Weapons Dalek may damage two targets each attack rather than one (though both targets must be close to each other due to the configuration of the weapons). They may also cover an area with a spread of fire, affecting anyone in the firing arc but with a reduced damage of 6(3/6/9).
Environmental – Daleks can survive in the vacuum of space or underwater.
Fear Factor (4) – Once you realise how deadly the Daleks are, they are terrifying, getting a +6 to rolls when actively scaring someone. This thing is a massive mobile gun and is even more frightening.
Flight (Major) – Heavy Weapons Daleks can fly. Their hovering Speed is effectively 1, when in open skies or space they have a Speed of 6.
Forcefield (Major Trait) – Bullets appear to stop in the air in front of the Dalek, appearing to dissolve on contact with the Dalek's powerful forcefield. Damage is reduced by two levels (from Disastrous to Failure, from Bad to no effect, etc).
Natural Weapon (Exterminator Cannons) – The dual Exterminator Cannons do (L[4/L/L]) damage each.

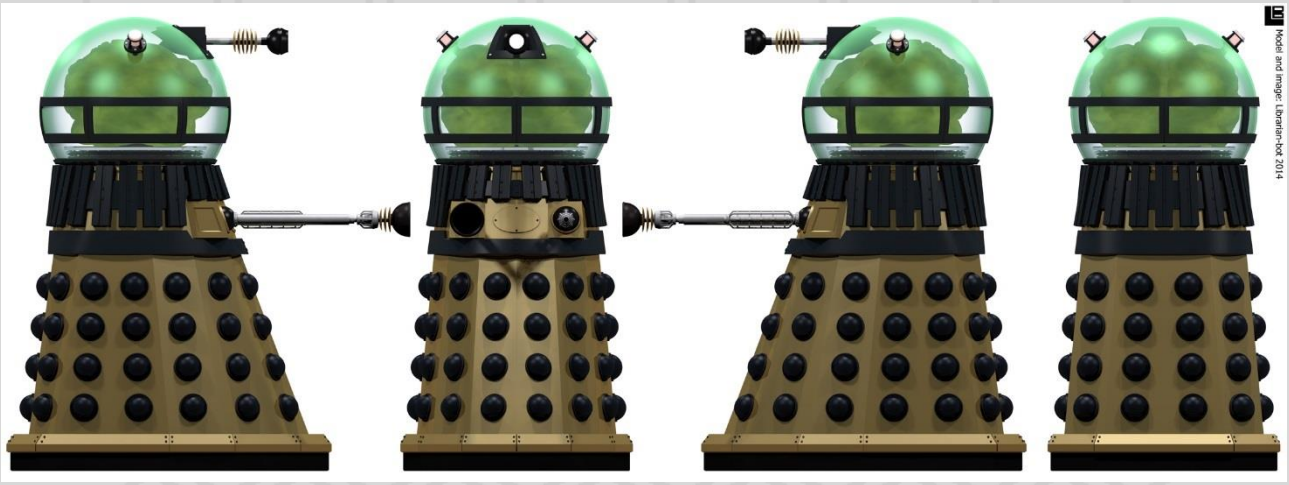
Armour Piercing – The Exterminator Cannons ignore the first 10 points of Armour any target may have.
Scan – The Daleks can interface with computers and complex machines.
Special: Self Destruct – If under threat of being captured, the Dalek will self-destruct, causing 6(3/6/9) damage to those within 10m of the explosion.
Technically Adept – Daleks are brilliant scientists and technicians.

Skills: Convince 4, Fighting 4, Marksman 3, Medicine 3, Science 8, Subterfuge 3, Survival 4, Technology 8.

Tech Level: 8

Story Points: 5-8

Psyche Dalek



Psyche Daleks are a type of specialist Dalek with an enlarged transparent Dalekenium head and a massive vat-grown secondary organic brain. The augmented brain of a psyche Dalek allows it to act as a mobile control node for local Robomen[187], dramatically increasing their ability to respond to novel situations intelligently.

Psyche Dalek

Awareness 3 (3)
Coordination 2 (3)
Ingenuity 4 (4)
Presence 4 (3)
Resolve 4 (4)
Strength 6 (5)

Traits:

Armour (Major) – The Dalekanium alloy casing reduces damage by 10. This does reduce the Daleks Coordination to 2 (already accommodated in the Attributes).
Cyborg
Environmental – Daleks can survive in the vacuum of space, or underwater.
Fear Factor (3) – Daleks are terrifying, getting a +6 to rolls when actively scaring someone.
Flight (Minor) – Daleks of this era can hover at a Speed of 1.
Natural Weapon: Exterminator –The legendary Dalek weapon usually kills with a single shot (L[4/L/L]).
Networked (Major) – Psyche Daleks are connected to the command and control systems of all local Robomen.

[187] *Emperor of the Daleks!,* Comic strip, Doctor Who Magazine

Scan – Daleks can interface with computers and absorb data in great quantities.
Special (Control Node) – The Psyche Dalek acts as a local command hub for all Robomen in the immediate area, giving them +2 to all rolls.
Special (Slaves) – The Psyche Dalek controls a cadre of up to 20 Robomen, who will obey its commands without question.
Technically Adept – Daleks are brilliant scientists and technicians.

Skills: Convince 2, Fighting 4, Marksman 3, Medicine 1, Science 3, Technology 4

Tech Level: 7 (These Daleks have established a vast interstellar empire and a feared war machine)

Story Points: 5-8

Psi Dalek

Some psyche Daleks were engineered using secondary brain masses cloned from cells harvested from those with psychic and psionic abilities. These experimental psi Daleks have manifested a variety of unusual abilities that can be utilised to further the will of the Dalek Empire. Psi Daleks often become mentally unstable after prolonged use of their powers, and are rarely used, being kept in cryogenic hibernation until required[188].

Psi Dalek

Awareness 3 (3)
Coordination 2 (3)
Ingenuity 4 (4)
Presence 4 (3)
Resolve 4 (4)
Strength 6 (5)

Traits:

Armour (Major) – The Dalekanium alloy casing reduces damage by 10. This does reduce the Daleks Coordination to 2 (already accommodated in the Attributes).
Cyborg
Eccentric (Minor) – The conflict of their psychic abilities with the rigidity of the Dalek mind cause Psi Daleks to be more than a little unstable.
Environmental – Daleks can survive in the vacuum of space, or underwater.
Fear Factor (3) – Daleks are terrifying, getting a +6 to rolls when actively scaring someone.
Flight (Minor) – Daleks of this era can hover at a Speed of 1.
Natural Weapon: Exterminator –The legendary Dalek weapon usually kills with a single shot (L[4/L/L]).
Psychic – Psi Daleks are engineered with secondary brain masses that grant them enhanced mental powers.
Precognition – Psi Daleks can read the patterns of probability, allowing them to predict the future.
Scan – Daleks can interface with computers and absorb data in great quantities.
Technically Adept – Daleks are brilliant scientists and technicians.
Telekinesis – Psi Daleks can move objects through the power of their will alone.
Telepathy – Psi Daleks can project their thoughts directly into the mind of another.

Skills: Convince 2, Fighting 4, Marksman 3, Medicine 1, Science 3, Technology 4

Tech Level: 7

Story Points: 5-8

[188] Pure invention! From an idea by Pete Gilham (AKA MisterHarry).

Reconnaissance Dalek

Deployed during the early Invasion Era of Dalek space exploration, Reconnaissance Daleks were enhanced with nanotechnology for maximum adaptability in any environment, and were equipped with advanced prototype battle shells[189].

Recon Dalek

Awareness 4 (3)
Coordination 2 (3)
Ingenuity 5 (5)
Presence 4 (3)
Resolve 6 (6)
Strength 5 (4)

Traits:

Armour (Minor) – This is a weaker version of the Dalek's famous Dalekanium armour shell and can only deduct 5 points of damage.
Cyborg
Environmental – Daleks can survive in the vacuum of space, or underwater.
Fear Factor (3) – Daleks are terrifying, getting a +6 to rolls when actively scaring someone.
Flight (Major) – Unlike most Daleks of this era, Recon Daleks can fly, using an experimentally enhanced version of their normal mobility systems. Their hovering Speed is effectively 1, when in open skies or space they have a Speed of 6, though this is limited and requires brief recharge periods (roughly 1 minute per hundred miles of flight).
Natural Weapon: Exterminator –The legendary Dalek weapon usually kills with a single shot (L[4/L/L]).
Restriction – Recon Daleks convert ambient radiation for power, and do not rely on broadcast power. Flight drains the internal power cells very quickly; Recon Daleks can only fly for about 100 miles before stopping to allow the power cells to recharge. Remaining airborne beyond this time limit causes the Dalek to lose 1-6 points of Strength and Resolve each round. When reduced to 0 Strength and Resolve, it shuts down.
Scan – The early Daleks can interface with computers and complex machines.
Technically Adept – The early Daleks are brilliant scientists and technicians.

Skills: Convince 3, Fighting 4, Marksman 4, Medicine 1, Science 3, Technology 4, Survival 4

Technology Level: 6 (These Daleks have left Skaro and begun to build their empire)

Story Points: 8-10

Recon Kaled Mutant

The mutant creatures inside a Recon Dalek are specially engineered to adapt and survive in alien environments and situations, even beyond the tenacity exhibited by normal Daleks. Functionally immortal, they possess a number of special abilities hard-wired into their cell structure via nanotechnological symbiotic mitochondria. Such creatures can survive being cut into pieces, entering a state of cellular dormancy indistinguishable from death, though they will reactivate on exposure to any readily convertible source of energy (such as ultraviolet light). Once reactivated, the mutant can even reclaim separated tissue through the use of its implanted nanotech, using a form of teleportation known as a *spatial shift,* and they can activate a variety of anti-tracking and anti-surveillance measures. Though these mutants still require a life support system for their long-term survival, they possess the ability to hijack the body of another living creature and

[189] *Resolution*, TV, BBC

control it, effectively using it as a life support system until they can construct one of their own.

Attributes as above;

Traits:

Alien Appearance (Major)
Climbing (Major) – Recon Daleks are much more agile than normal Kaled mutants.
Dependency (Major) – The mutant is unable to survive without life support for very long and it is very vulnerable. After an hour outside, the mutant will have to make regular Resolve and Strength rolls, with increasing Difficulties (starting at 12). Once if fails it will become dormant, until exposed to a source of energy it can metabolise.
Fast Healing (Special) – Davros engineered the Daleks to "not die", and their ability to heal is equally robust.
Fear Factor (4)
Immortal (Special) – Recon Daleks are almost impossible to kill, and will reassemble themselves given sufficient time and energy. They can even reclaim tissue separated by thousands of miles using a spatial shift. Only methods that leave nothing to chance (such as incineration, dissolution, or disintegration) will kill them permanently. Probably.
Immunity (Radiation) – The mutants were bred to thrive in the toxic environment of a broken world.
Natural Weapon: Bite (Minor) – The mutant can deliver a "bite" to a victim, doing (1/3/4) damage. This bite is often poisonous, although the potency depends on the mutant in question. By spending a Story point the mutant is poisonous enough to induce unconsciousness and extreme fever on a successful attack.
Natural Weapons: Tentacles (Minor) – The mutants tentacles can do (2/5/7) close combat damage.
Possess (Special) – Recon Dalek mutants can physically interface with a victim's nervous system through their tentacles, allowing them total control over the person or animal. When connected, the mutant uses the host as both vehicle and life support system, though few hosts can sustain this for more than a day.
Technically Adept – Daleks are brilliant scientists and technicians.

Skills: Convince 3, Fighting 4, Marksman 4, Medicine 1, Science 4, Technology 4, Survival 6

Story Points: 8-10

Junkyard Dalek

The existence of the "Junkyard Dalek" is a testament to the tenacity and ingenuity of the Daleks as a whole, and of Recon Daleks in particular. Reactivated after a thousand years of dormancy, the Recon Dalek encountered by the Doctor in January 2019 succeeded in recovering its lost body mass, took a human host to use as life support and transportation. Having reclaimed a Dalek weapon from a secure research installation, it then engineered a casing from scrap metal and salvaged electronics capable of fighting off heavily armed soldiers and even heavy artillery, before breaching security at Britain's GCHQ.

Junkyard Dalek

Awareness 3 (3)
Coordination 2 (3)
Ingenuity 5 (5)
Presence 3 (3)
Resolve 6 (6)
Strength 4 (4)

Traits:

Armour (Minor) – Made from cast iron and steel welded together, this armour shell can only deduct 5 points of damage.
Cyborg
Fear Factor (2) – Until it starts killing people, this cobbled-together Dalek doesn't look that scary, getting a +4 to rolls when actively scaring someone.
Flight (Major) – The Junkyard Dalek can fly on an array of ion thrusters, at a Speed of 6 in open skies or space, though this is extremely limited (see Restriction, below). It is not stable enough to hover effectively, and only uses this ability when required to manoeuvre over obstacles.
Natural Weapon: Exterminator –The legendary Dalek weapon usually kills with a single shot (L[4/L/L]).
Natural Weapon: Missiles – The Junkyard Dalek carries an array of anti-missile defence rockets with a range of up to a mile, doing 10/20/30 damage.
Restriction – Recon Daleks convert ambient radiation for power, and do not rely on broadcast power. Flight drains the internal power cells very quickly; Recon Daleks can only fly for about 100 miles before stopping to allow the power cells to recharge. Remaining airborne beyond this time limit causes the Dalek to lose 1-6 points of Strength and Resolve each round. When reduced to 0 Strength and Resolve, it shuts down.
Scan – The Junkyard Dalek can physically interface with computers and complex machines.
Technically Adept – The early Daleks are brilliant scientists and technicians.

Skills: Convince 3, Fighting 4, Marksman 4, Medicine 1, Science 4, Technology 4, Survival 6

Technology Level: 6 (These Daleks have left Skaro and begun to build their empire)

Story Points: 8-10

The Skaro Degradations

The Skaro Degradations were Dalek forces with abnormal and malformed appearances created during the Last Great Time War, which posed a greater threat than the original, unmodified species. The Degradations were created from aborted timelines by the Eternity Circle during experiments to retro-evolve the Dalek genome. The results created abominations of the Dalek form. The Daleks put the Degradations to use against the Time Lords during the War. Many were unstable and unpredictable[190].

Glider Degradation

Gliders are one of the Skaro Degradations, that travel by hovering above the ground. The organic component is a limbless humanoid torso housed in a transparent Dalekenium casing suspended beneath a standard Dalek dome, flanked by a manipulator arm and the standard Dalek weapon[191].

Glider Degradation

Awareness 3
Coordination 2
Ingenuity 3
Presence 3
Resolve 4
Strength 6

[190] *Engines of War*, Novel, BBC Books
[191] *Engines of War*, Novel, BBC Books

Traits:

Alien Senses – The Dalek eye-stalk has enhanced vision modes (infra-red, ultraviolet and x-ray) and can see in total darkness.
Armour (Major) - The Dalekanium casing reduces damage by 10. This does reduce the Dalek's Coordination to 2 (already accommodated in the Attributes).
Cyborg – The humanoid torso is fully integrated into the shell and cannot be removed.
Environmental – Daleks can survive in the vacuum of space or underwater.
Fear Factor (3) – Daleks are terrifying, getting a +6 to rolls when actively scaring someone.
Flight (Minor) – Gliders hover at a Speed of 1.
Natural Weapon: Exterminator –The legendary Dalek weapon usually kills with a single shot (L[4/L/L]).
Scan – The Daleks can interface with computers and complex machines.
Technically Adept – Daleks are brilliant scientists and technicians.

Skills: Convince 1, Fighting 4, Marksman 3, Medicine 1, Science 4, Subterfuge 3, Survival 4, Technology 4.

Tech Level: 8

Story Points: 1-3

Spider Degradation

The "Spiders" of the Fifth Skaro Degradation[192] were egg-shaped and moved on three spider-like legs. Their casing was red with black globes and they were armed with four blast-guns[193].

Spider Degradations have the same stats as Spider Daleks (see above), with the flowing additions;

Alien Senses – The Spider eye-stalk has enhanced vision modes (infra-red, ultraviolet and x-ray) and can see in total darkness.
Dual weapons – A Spider may damage two targets each attack rather than one (though both targets must be close to each other due to the configuration of the weapons). They may also cover an area with a spread of fire, affecting anyone in the firing arc but with a reduced damage of 6(3/6/9).
Forcefield (Major Trait) – Bullets appear to stop in the air in front of the Spider, appearing to dissolve on contact with the Spider's powerful forcefield. Damage is reduced by two levels (from Disastrous to Failure, from Bad to no effect, etc).
Special: Self Destruct – If under threat of being captured, the Dalek will self-destruct, causing 6(3/6/9) damage to those within 10m of the explosion.

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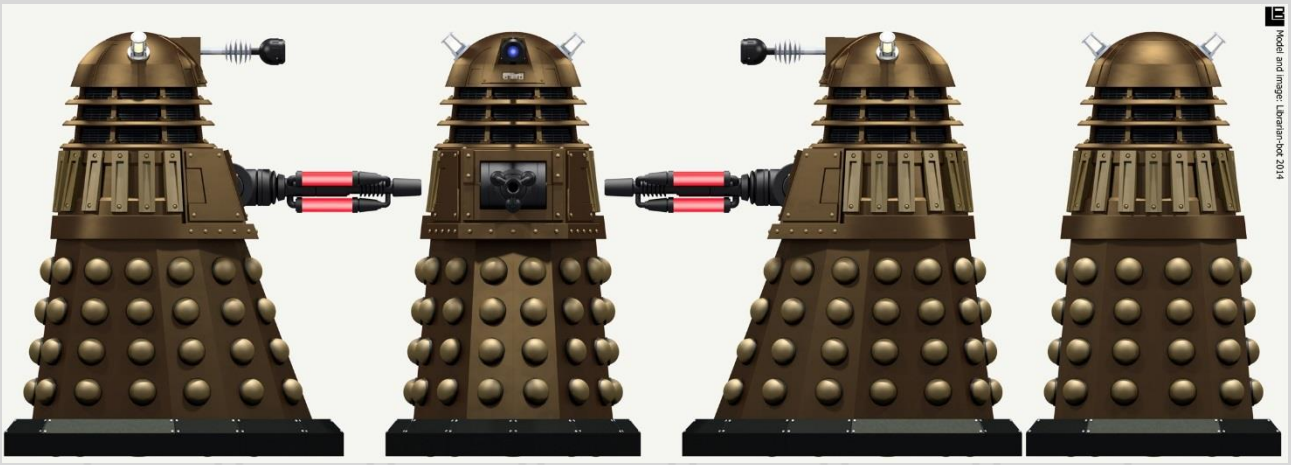
192 *The NeverWhen*, Audio, Big Finish Productions
193 *Engines of War*, Novel, BBC Books

Temporal Weapons Dalek

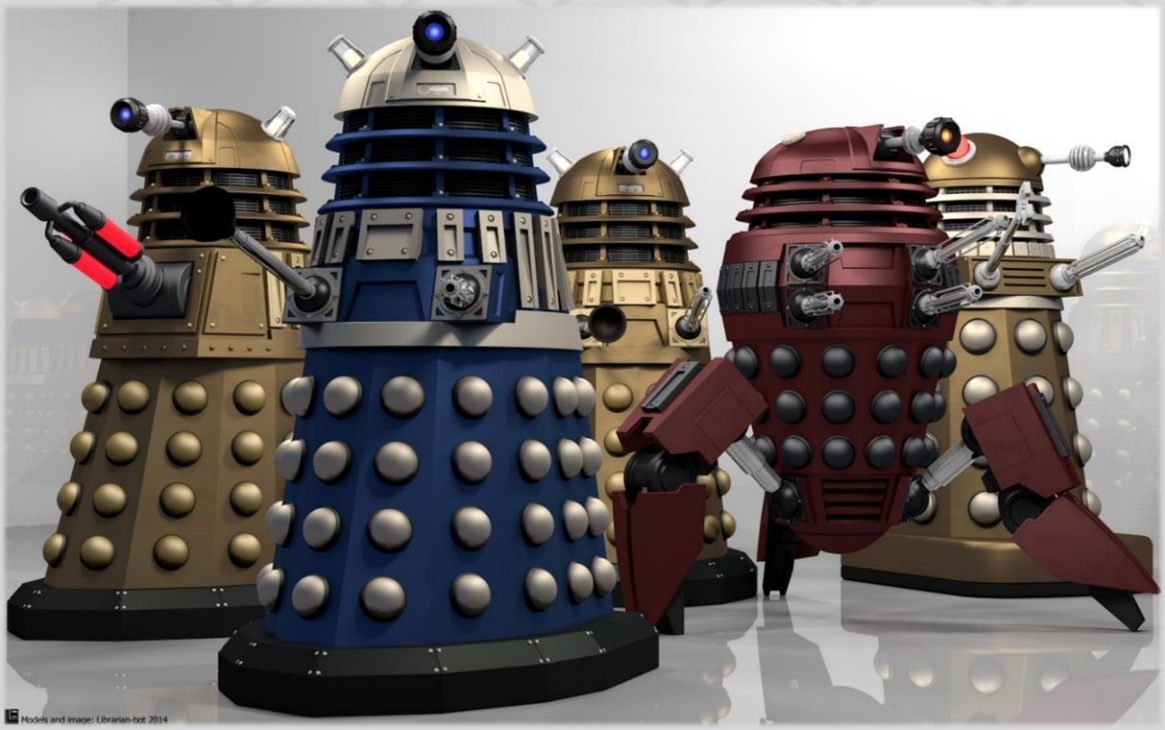


The "Temporal Weapons" Degradations were very similar to Special Weapons Daleks, armed with a large Temporal Cannon created by the Eternity Circle that could erase its victims from history. They were also strong enough to withstand limited fire from a Dalek blast-gun.

The Eternity Circle on Moldox succeeded in stabilising this Degradation into a paradigm that could be distributed throughout the Last Great Time War via progenitor device, but the War Doctor and former President Borusa used the Tantalus Eye to destroy them. It is unknown if the Daleks retain the knowledge and ability to create more[194].

Temporal Weapons Daleks have the same stats as a Special Weapons Dalek, with the following additions;

Delete (Restriction: Costs 1 Story Point) – The Temporal Weapons Dalek can eradicate a target from history, ensuring they have never existed.
Forcefield (Major Trait) – Attacks are absorbed by the Dalek's powerful forcefield. Damage is reduced by two levels (from Disastrous to Failure, from Bad to no effect, etc).



194 *Engines of War*, Novel, BBC Books

Mentor Daleks

The "Mentor Daleks" were from a universe in which they were created to bring order and eliminate conflict rather than achieve dominance. Despite the intent behind them, unfortunately they remained as much Daleks as those native to this reality, pursuing the cause of peace and harmony relentlessly and ruthlessly.

Much of the history of the Mentor Daleks is unknown. Their creator was the Mentor, a humanoid female cyborg built into a Dalek-like mobile throne. The Mentor did not appear to be Skarosian in origin and stated that Skaro was not the homeworld of her Daleks. The Mentor's Daleks resembled conventional Daleks in basic design, but displayed minor refinements in terms of livery, vocal interface, sensor spheres and motive units. There appeared to have been no previous contact between realities prior to their summoning to this universe, so their similarity to conventional Daleks was a curious case of parallel evolution.

The Mentor Daleks first appeared in the home universe during the Dalek invasion of the galaxy in the 42nd Century, when the Dalek Emperor attempted to subvert humanities *Project Infinity*.

Infinity was a multiversal mapping project, designed to exploit a rift in spacetime to help mankind find a reality in which the Daleks had been utterly defeated, then use that knowledge to defeat the Daleks of the home reality. The Daleks had engineered the invasion of the galaxy as a massive distraction to gain control of Project Infinity, which they then used to locate a reality under total Dalek control. Using vast stocks of a dimensionally transcendent mineral – called Veganite by the Earth Alliance – the Dalek Emperor then opened a gateway to that reality to allow those Daleks access to our spacetime, where they could ally with the Skarosian Daleks to finally conquer this universe.

Unfortunately for the Dalek Emperor, the plan did not go as expected. The alternate reality Daleks declared war on the Skarosian Daleks for their crimes against life and allied themselves with humanity[195]. The resulting

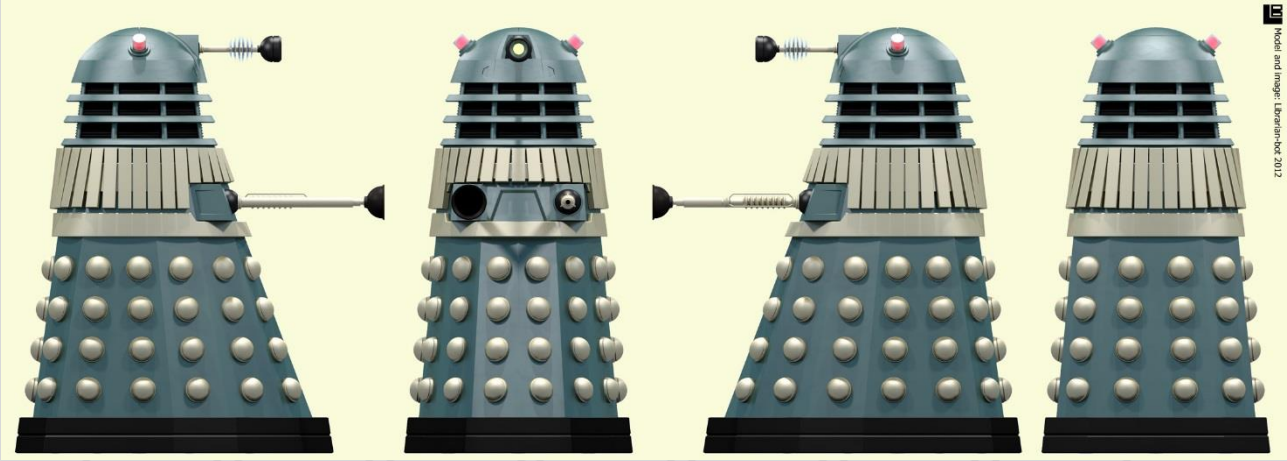
[195] *Dalek Empire*, Audio, Big Finish Productions

conflict went on for decades, resulting in the destruction of hundreds of solar systems and a dark age for galactic civilisation that lasted for centuries.

The alternate reality Daleks declared themselves to be peacekeepers, interested only in upholding the law and preventing unnecessary conflict. After it was revealed that they were just as dogmatic and ruthless in pursuit of their cause of peace as the Skarosian Daleks were in pursuit of supremacy, the Earth Alliance forces – led by the legendary Kalendorf, a knight of Velyshaa – daringly sided with the Skarosian Daleks to drive them back through the rift between realities[196].

Defeated, the Mentor and her Daleks withdrew from the home reality, and the gateway was closed. It remains possible that some of the Mentor's forces remain in this reality, however, or that they may be able to open a passageway to the home universe from their side.

Mentor Dalek Drone



The Mentor's Daleks appeared to have slightly less ingenuity than the Daleks from the home reality, possibly due to the Mentor herself preferring them to follow her orders and not question. All Mentor Daleks were networked to the Mentor herself, who can use them as an extension of her body should she wish to. While their technology was highly advanced, they did not appear to have experimented with time travel at all and may not even know that it is possible. Their voices had a slightly different modulation and their casings had some minor cosmetic differences, but in all other ways they are virtually identical to the Daleks of the Fourth Millennium time-period.

Mentor Dalek Drone

Awareness 3 (3)
Coordination 2 (3)
Ingenuity 3 (3)
Presence 4 (3)
Resolve 4 (4)
Strength 6 (5)

Traits:

Armour (Major) - The Dalekanium casing reduces damage by 10. This does reduce the Dalek's Coordination to 2 (already accommodated in the Attributes).
Cyborg
Environmental – Daleks can survive in the vacuum of space or underwater.

[196] *Dalek Empire 2: Dalek War*, Audio, Big Finish Productions

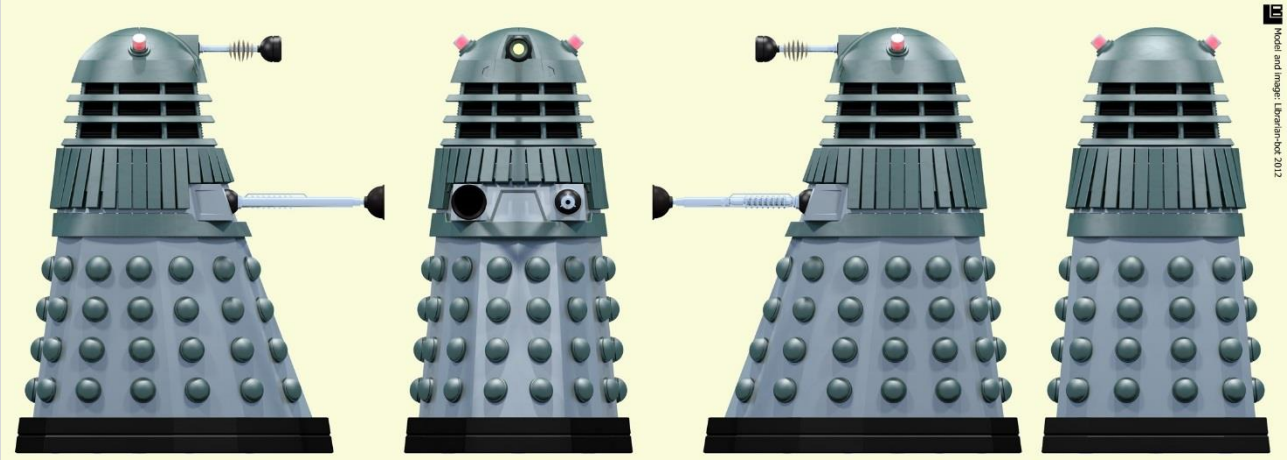
Fear Factor (3) – Daleks are terrifying, getting a +6 to rolls when actively scaring someone.
Flight (Minor) – Daleks of this era can hover at a Speed of 1.
Natural Weapon: Exterminator – The legendary Dalek weapon usually kills with a single shot (L[4/L/L]).
Networked (Major) – All Mentor Daleks are networked with each other and with the Mentor, who can take control of them and even speak directly through them.
Scan – The Daleks can interface with computers and complex machines.
Technically Adept – Daleks are brilliant at using and adapting technology.

Skills: Convince 4, Fighting 4, Marksman 3, Medicine 3, Science 8, Subterfuge 3, Survival 4, Technology 8.

Tech Level: 8

Story Points: 5-8

Mentor Dalek Monitor



Monitor Daleks were the command class of the Mentor's Daleks, taking the place of the Supreme Daleks of the home reality.

Mentor Dalek Monitor

Awareness	**3 (3)**
Coordination	**2 (3)**
Ingenuity	**4 (4)**
Presence	**4 (3)**
Resolve	**4 (4)**
Strength	**6 (5)**

Traits:

Armour (Major) - The Dalekanium casing reduces damage by 10. This does reduce the Dalek's Coordination to 2 (already accommodated in the Attributes).
Cyborg
Environmental – Daleks can survive in the vacuum of space or underwater.
Fear Factor (3) – Daleks are terrifying, getting a +6 to rolls when actively scaring someone.
Flight (Minor) – Daleks of this era can hover at a Speed of 1.
Natural Weapon: Exterminator –The legendary Dalek weapon usually kills with a single shot (L[4/L/L]).
Networked (Major) – All Mentor Daleks are networked with each other and with the Mentor, who can take control of them and even speak directly through them.

Scan – The Daleks can interface with computers and complex machines.
Technically Adept – Daleks are brilliant at using and adapting technology.

Skills: Convince 4, Fighting 4, Marksman 3, Medicine 3, Science 8, Subterfuge 3, Survival 4, Technology 8.

Tech Level: 8

Story Points: 8-10

Hayakawa Daleks

The so-called "Hayakawa Daleks" are another alternate reality version of the Daleks, discovered by scientist Michiaki Sato during experiments with a quantum viewer device developed by the Hayakawa Corporation in the 30th Century.

The quantum viewer was a research tool like the later Project Infinity, but on a much smaller scale. It was designed to transmit visual information from nearby parallel universes, but ultimately proved too difficult to control – the viewing aperture was limited in terms of the data that could be obtained, and being primarily visual, the information gathered lacked context and was open to interpretation.

While experimenting with the device, Sato managed to tune it to a nearby reality in which Earth was under occupation by an alien force. It was only after intense study that Sato realised that the creatures were in fact Daleks, though highly divergent from the Daleks of the home reality.

Sato terminated the experiments when it became clear that these "Hayakawa Daleks" had detected the observation and were attempting to trace its source. Whether or not they managed to do so, and what consequences this may have, remain to be seen[197].

Hayakawa Dalek Drone

Hayakawa Daleks occupy a roughly egg-shaped battle-shell that rolls on a spherical motivator unit, but can move as swiftly as a normal Dalek. The eye is positioned on the end of a flexible, retractable stalk, giving them a greater visual range than Daleks of the home reality. Their manipulator arm is also more flexible, with an elbow joint to allow greater freedom of movement.

Hayakawa Daleks lack the grille and dome lights of traditional Dalek design. Instead, the eye pulses with light as the Dalek speaks, and the additional sensor globes on the surface of the battle-shell act as audio receptors.

[197] Pure invention! Hayakawa Daleks based on the designs created by Michiaki Sato for the Japanese translations of the Target novelisations of *'The Daleks'* and *'Day of the Daleks'*, produced by Hayakawa Books. Sato worked entirely from the descriptions in the books, creating something unique that I felt needed commemorating.

Hayakawa Dalek Drone

Awareness 4 (3)
Coordination 3 (3)
Ingenuity 4 (4)
Presence 4 (3)
Resolve 4 (4)
Strength 6 (5)

Traits:

Armour (Major) - The Dalekanium alloy casing reduces damage by 10. This does reduce the Dalek's Coordination to 2 (already accommodated in the Attributes).
Cyborg
Environmental – Daleks can survive in the vacuum of space or underwater.
Fear Factor (3) – Daleks are terrifying, whatever their form, getting a +6 to rolls when actively scaring someone.
Flight (Minor) – Daleks of this era can hover over rough terrain at a Speed of 1, otherwise they can move as swiftly as a normal Dalek.
Natural Weapon: Exterminator –The legendary Dalek weapon usually kills with a single shot (L[4/L/L]).
Scan – The Daleks can interface with computers and complex machines.
Technically Adept – Daleks are brilliant scientists and technicians.

Skills: Convince 4, Fighting 4, Marksman 3, Medicine 3, Science 8, Subterfuge 3, Survival 4, Technology 8.

Tech Level: 7

Story Points: 5-8

NOTE: These stats are deliberately close to those of the home reality Daleks, but they don't have to be. Feel free to mix things up and add all-new Traits if your players are getting complacent, and give them a nasty surprise.

Hayakawa Dalek Supreme

Like the Supreme Daleks of the home reality, the Supreme Daleks of the Hayakawa universe are engineered for superior intelligence, ruthlessness and self-determination and are given responsibility for entire sectors of the Empire. Hayakawa Daleks appear to have more imagination than the Daleks of the home reality; in this reality one Supreme somehow detected the observations of Michiaki Sato, deduced the existence of parallel universes and began a program designed to trace the observations to their source.

Hayakawa Dalek Supreme

Awareness 4 (3)
Coordination 3 (3)
Ingenuity 5 (5)
Presence 5 (3)
Resolve 4 (4)
Strength 6 (5)

Traits:

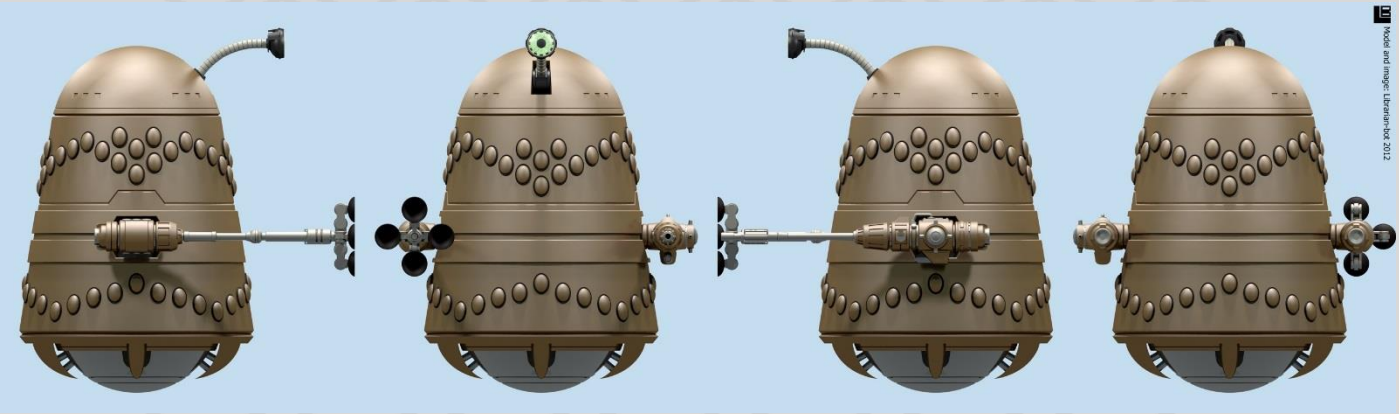
Armour (Major) - The Dalekanium alloy casing reduces damage by 10. This does reduce the Dalek's Coordination to 2 (already accommodated in the Attributes).
Cyborg
Environmental – Daleks can survive in the vacuum of space or underwater.
Fear Factor (3) – Daleks are terrifying, whatever their form, getting a +6 to rolls when actively scaring someone.
Flight (Minor) – Hayakawa Daleks can hover over uneven terrain at a Speed of 1, otherwise they can move as swiftly as a normal Dalek
Natural Weapon: Exterminator –The legendary Dalek weapon usually kills with a single shot (L[4/L/L]).
Scan – The Daleks can interface with computers and complex machines.
Technically Adept – Daleks are brilliant scientists and technicians.

Skills: Convince 4, Fighting 4, Marksman 3, Medicine 3, Science 8, Subterfuge 3, Survival 4, Technology 8.

Tech Level: 7

Story Points: 5-8

Hayakawa Dalek Prime



Little is known of the Dalek Prime in the Hayakawa universe, as it was only observed in communication with the Dalek Supreme. Unlike the Dalek Prime of the home reality, it does not appear to have a specially modified battle-shell, and aside from its golden colour is indistinguishable from other Hayakawa Daleks.

During the communications observed by Michiaki Sato, the Dalek Prime was seen consulting with a version of the Dalek Brain Machine, indicating that these Daleks are not yet as integrated with their command network as the Daleks of the home reality.

Hayakawa Dalek Prime

Awareness 5 (4)
Coordination 3 (3)
Ingenuity 6 (6)
Presence 6 (5)
Resolve 5 (5)
Strength 6 (5)

Traits:

Armour (Major) – The Dalekanium alloy casing reduces damage by 10. This does reduce the Daleks Coordination to 2 (already accommodated in the Attributes).
Cyborg
Environmental – Daleks can survive in the vacuum of space, or underwater.
Fear Factor (3) – Daleks are terrifying, whatever their form, getting a +6 to rolls when actively scaring someone.
Natural Weapon: Exterminator –The legendary Dalek weapon usually kills with a single shot (L[4/L/L]).
Networked – The Dalek Emperor is connected to its Elite Guards and Supreme Daleks.
Scan – Daleks can interface with computers and with living beings and absorb data in great quantities.
Technically Adept – Daleks are brilliant scientists and technicians.

Skills: Convince 4, Fighting 4, Marksman 4, Medicine 4, Science 4, Technology 6, Survival 4

Technology Level: 7

Story Points: 10

Chapter 4: Slaves of the Daleks

Robomen

Robomen are humanoid slaves controlled by cybernetic circuitry grafted to their skulls and forced to serve the Daleks. In the early days of this technology the mind control technique was unstable, and subjects would eventually go insane and commit suicide. Initially the cybernetic control systems were quite bulky, consisting of a large circlet, collar, and headphone arrangement hard-wired directly into the brain. Later refinements reduced the control systems to a simple helmet, before shrinking them to a disc the size of a small coin that could be implanted between the hemispheres of the human brain.

Robomen are slow and rather stupid, compared by some to the walking dead, and must be linked to the Dalek command and control network.

Robomen are slow and mechanical in their movements, demonstrating low intelligence and initiative, and speaking in droning monotone voices. They are used by the Daleks as guards and slave overseers. They are usually armed with clubs or whips, and some with sub-machine guns or other firearms.

Robomen have the same attributes, skills and traits they did in life, with the following changes:

Roboman

Awareness -1
Coordination -1
Ingenuity 1
Presence 1
Resolve +2
Strength +2

Traits:

Clumsy
Cyborg – The bulky nature of the Roboman's helmet makes it pretty easy to spot.
Fear Factor [1] – The Roboman's menacing appearance is basically due to the helmets and their complete loyalty to the Dalek command. You can increase this to 2 if the Roboman is someone that is known to the viewer. They gain a +2 or +4 to actively scare someone.
Networked – Networked by Dalek mind control devices built into their brains, and the helmet circuits. Robomen can be commanded at a moment's notice.
Slow reflexes
Weakness (Minor) – Robomen can be disabled if the helmet is damaged.

Skills: Whatever skills they had before robotization, +1 Fighting, +1 Marksman, +1 Technology

Weapons: Whatever the Daleks give them, normally;

- Whip or club: +2 close combat damage
- Sub-Machine Gun: 7(3/7/10)

Story Points: 0

Robotrooper

Robotroopers are second generation Robomen, designed for deployment in combat against enemy troops. Like Robomen, Robotroopers are controlled by implanted Dalek technology and linked to the Dalek command network via helmet communications link. Unlike Robomen, they are allowed a degree of self-determination, allowing them to respond faster in combat situations, and are far more stable, rarely succumbing to the insanity that plagues early generation Robomen. Robotroopers are almost always selected from a planet's military, allowing the Daleks to take advantage of their combat training and discipline.

Robotroopers are normally equipped with black plastic uniforms, blaster rifles and visored helmets incorporating the Dalek communications unit that links to their brain implant.

Robotroopers have the same attributes, skills and traits they did in life, with the following changes;

Robotrooper

Awareness +0
Coordination +0
Ingenuity 2
Presence 2
Resolve +2
Strength +2

Traits:

Cyborg – The bulky nature of the Robotrooper's visored helmet makes it pretty easy to spot.
Fear Factor [1] – The Robotrooper's mirrored visor, grim expression, inhuman manner and utter obedience to the Daleks is enough to scare anyone. You can increase this to 2 if the Roboman is someone that is known to the viewer. They gain a +2 or +4 to actively scare someone.
Networked – Networked by Dalek mind control devices built into their brains, and the helmet circuits. Robotroopers can be commanded at a moment's notice.
Weakness (Minor) – Robomen can be disabled if the helmet is damaged.

Skills: Whatever skills they had before robotization, +2 Fighting, +2 Marksman, +2 Technology

Weapons: Whatever the Daleks give them, normally;

- Whip or club: +2 close combat damage
- Blaster Rifle: 4/L/L)

Story Points: 0

Dalek Troopers

Due to their losses during the Movellan War, the Daleks suffered the humiliation of having to use human duplicate troops to bolster their numbers. Dalek Troopers wear helmets and armour fitted with Dalek sensor globes and a Dalek eye, as well as blasters with a grip that fits over the hand and forearm.

Dalek Trooper

Awareness 3
Coordination 4
Ingenuity 2
Presence 2
Resolve 2
Strength 3

Traits:

Armour (Minor) – Reduce damage by 5.
Obligation (Major) – Must obey Dalek conditioning.

Skills: Athletics 3, Fighting 3, Marksman 3, Subterfuge 4, Survival 3, Technology 2, Transport 2

Equipment:

- Helmet with Sensor Array (Scan)
- Hand Blaster (4/L/L)

Tech level: 6

Story Points: 1

Ogrons

Ogrons are strong, ape-like hominids of apparently low intelligence who live in scattered communities on the planet Braah on the outer fringes of Mutter's Spiral, far from the central spaceways.

The dominant lifeform on the Ogron homeworld is a giant slug-like creature named the Eater that preys on the Ogrons and is in turn worshipped by them[198]. They regularly sacrifice their outcasts and criminals to the monster, after weakening them by starvation. They leave gifts to its image which can be found painted on the walls of their caves. It is perhaps this deeply ingrained submissiveness that makes the species such reliable slaves.

Ogrons are physically robust and possess superhuman strength and endurance, traits believed to have developed in response to severe climate change on their homeworld. Their apparently primitive physiology makes them highly resistant to injury and shock, far more so than the average human being. With a dense bone structure and a nervous system protected by thick slabs of muscle, an Ogron's only real weak spot is

[198] *Frontier in Space*, TV, BBC

the top of the head, where a strike to the cranial fissure of sufficient force can quickly produce unconsciousness[199].

Ogrons have been compared in intelligence to a clever dog. Despite this they can speak simple sentences, are capable of being taught English and can be trained to use advanced technology, though not to understand it. Though known for their obedient, stoic personalities, Ogrons are capable of being swept up in a sort of "pack rage" when excited or scared and often forget their training under stress, reverting to the simple savages they are at heart. Ogrons are widely considered little more than "dumb grunts" by the rest of the civilised galaxy. It is perhaps ironic that the lack of intellect that has led to them being exploited as troops by so many advanced races also makes them unsuitable for the intelligence-based robotization process used by their main employer, the Daleks.

Due to the relative simplicity of the Ogron brain and the size and structure of the Ogron skull, the species are prime candidates for cerebral augmentation surgery and uplift. Several experiments in this line are known to have taken place, the first being the uplift of the Ogron warlord Gnork of the notorious outlaw neuro-cybernetic surgeon Doctor Linus Leofrix[200]. By the late 26th Century Ogrons could be found employed as police officers on several human colony worlds, often led by a cerebrally augmented leader. More commonly, Ogrons are used as thugs and henchmen by more advanced species, most frequently by the Daleks.

Ogron

Awareness 3
Coordination 4
Ingenuity 1
Presence 4
Resolve 2
Strength 7

Traits:

Alien
Alien Appearance (Minor Bad) – Seven-foot-tall ape-like humanoid
By the Book (Minor Bad) – They aren't smart enough to think outside the box
Enslaved – Ogrons are an honest and simple race, who are easily exploited by those more devious than them.
Tough (Minor)

Skills: Fighting 3, Marksman 3

Story Points: 2 – 3

Tech Level: 4 (1 on the homeworld)

Duplicates

Dalek Duplicates are genetically engineered soldiers created by the Daleks to be copies of individuals killed or captured by the Daleks. Due to the precision of the duplication process, duplicates sometimes retain memories and personality traits from the originals. Early products of this technology can become unstable if the original was particularly strong-willed and can sometimes be persuaded to break their conditioning.

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[199] *Day of the Daleks*, TV, BBC
[200] *Warlord of the Ogrons*, Comic strip, Doctor Who Weekly

Duplicates have the same Attributes and Traits as the originals, plus;

Obligation (Major) – Must obey the Daleks.

Android Replicas

Though the Daleks exert control over their duplicates through mental programming and cerebral implants, it is the nature of biological life that it resists control, with Dalek duplicates often proving unreliable when exposed to stressful situations. The Daleks developed the technology to create android replicas over which they can maintain absolute control.

Originally simple robots created to "infiltrate and kill", android replicas have become ever more complex, capable of fooling both psychological screening and bio-scanning. Despite their ability to flawlessly mimic biological life, Dalek android replicas are mere machines, built of high-impact plastics and foamed alloys, programmed with highly sophisticated artificial personalities that nevertheless reflect the cruelty and arrogance of their Dalek masters.

Android replicas appear fully human and cannot easily be distinguished from the originals, but are faster, stronger and considerably more resilient. Android replicas can be programmed with the memory and personality of the original, if the Daleks have the original on hand to scan. Androids powered by an Oblivion Continuum can be remotely turned into a walking bomb by the Daleks, but on rare occasions these can be "talked down"[201].

Android Replica

Awareness 3
Coordination 4
Ingenuity 2
Presence 2
Resolve 2
Strength 5

Traits:

Armour (Minor) – Reduce damage by 5.
Machine (Minor) – Androids are robotic creatures and have critical systems in different areas than an organic being. All targeted damage is reduced by 2.
Obligation (Major) – Must obey the Daleks.
Robot
Shapeshift (Minor) – An Android is built as a duplicate of a similar creature. It may have gaps in its memory that can be exploited.

Skills: Athletics 3, Convince 3, Fighting 3, Knowledge 1, Marksman 4, Subterfuge 3

Story Points: 2-4

Nanogene Puppet

The Daleks of the New Paradigm Empire have begun employing the use of nanogene clouds to protect vital installations such as the Dalek Asylum. This cloud of micro-machines processes organic matter – living or dead – into a Dalek Puppet, rewriting a body at a molecular level without them even noticing. The process begins with subtle alterations to feelings, thought patterns and perceptions, with gross physical changes

[201] See *Oblivion Continuum*, page 68 of *The Eleventh Doctor Sourcebook*

coming later., such as a Dalek eye emerging from the forehead and an exterminator weapon built into the forearm. Victims begin to exhibit symptoms like those of dementia; forgetting recent events and conversations, repeating conversations or experiencing memory blackouts[202].

Conversion by the Nanocloud is treated as an extended mental conflict, in a similar way to possession[203]. At dramatically appropriate intervals determined by the Gamemaster – once a scene, perhaps, or every round, the character must make a Resolve + Ingenuity roll opposed by the Nanocloud's Resolve + Convince (as a Dalek). Each time they fail, they suffer mental damage as normal, losing a piece of themselves each time. Once their Resolve is reduced to 0, they will begin to notice the side effects of conversion – their perception will be altered, they will start to act against their companions or they will pass out. Once three stats are reduced to 0, the conversion is irreversible; they have been physically converted into a Dalek Puppet and will be utterly in thrall to the Daleks, at which point the Daleks may either choose to activate them or use them as a sleeper agent.

Sometimes an especially strong-willed individual can regain Resolve after conversion is complete, restoring their personality through sheer willpower alone. Such an outcome requires the expenditure of Story Points[204]. Normally when this happens the Daleks immediately terminate the puppet.

Dalek Nanogene Puppet

Awareness 3
Coordination 4
Ingenuity 2
Presence 2
Resolve 4
Strength 3

Traits:

Alien Appearance – An activated puppet has a miniature Dalek eye protruding from its forehead.
Alien Senses – The Dalek eye has enhanced vision modes (infra-red, ultraviolet and x-ray) and can see in total darkness.
Cyborg – Nanogene Puppets were once human, until the Daleks converted them into something else.
Obligation (Major) – Serve the Daleks. The Daleks have complete control over their Puppets, granting them autonomy only when it suits their plans.
Fear Factor (1) – The insidious threat of a Dalek Puppet — and by extension, its masters — is often terrifying, granting them +4 to rolls when actively scaring or intimidating someone.
Indomitable
Natural Weapons: Exterminator – Activated Dalek Puppets have blast-guns in their hands, which they can use to kill (4/L/L) or stun.
Networked – All Dalek Puppets are connected to their masters, who can see through the Dalek eye.
Shapeshift (Minor) – Dalek Puppets make the perfect infiltrators, almost indistinguishable from a normal human except for slightly cold skin and the tendency for electrical items to flicker on and off in their presence.

Skills: Athletics 3, Fighting 3, Marksman 3, Subterfuge 5, Survival 3, Technology 2, Transport 2.

Tech Level: 9

Story Points: 1-4

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[202] *Asylum of the Daleks*, TV, BBC
[203] See *Being Possessed* in the Doctor Who Roleplaying Game Core Rulebook
[204] See Dalek Puppets, page 46 of the *All the Strange, Strange Creatures – Volume 1 Sourcebook*

Nanogene Sleeper Agent

Nanogene sleeper agents are a specialised form of Nanogene Puppet used by the Daleks for infiltration and intelligence operations. They appear to be completely normal, with a full range of emotions and their usual range of attributes, skills and traits. However, when activated by the Daleks, a Dalek eye extrudes from their forehead and a small blast-gun emerges from their hand, and they will serve the Daleks. Dalek sleeper agents have no knowledge of what they are until they are activated, and can be controlled without any memory of their actions under Dalek command.

Abilities and Skills:

As the converted character.

Traits: As the converted character, but also;

Alien Senses – The Dalek eye has enhanced vision modes (infra-red, ultraviolet and x-ray) and can see in total darkness.
Alien Appearance – An activated puppet has a miniature Dalek eye protruding from its forehead.
Obligation (Major) – Serve the Daleks. The Daleks have complete control over their Puppets, granting them autonomy only when it suits their plans.
Natural Weapons: Exterminator – Activated sleeper agents have blast-guns in their hands, which they can use to kill (4/L/L) or stun.
Networked – All Dalek Puppets are connected to their masters, who can see through the Dalek eye.
Shapeshift (Minor) – Dalek Puppets make the perfect infiltrators, almost indistinguishable from a normal human except for slightly cold skin and the tendency for electrical items to flicker on and off in their presence.

Contagium

The Contagium is a robotic nanogene delivery system created by the Hive Dalek faction late in their history.

A man-sized robotic wasp with Dalek sensor globes on its back and abdomen, the Contagium latches on to a living target and delivers a sting that rapidly transforms the victim into a living nanogene factory, producing swarms of nanogenes capable of burrowing into the brain and turning those infected directly into Dalek puppets[205]. Unlike the nanocloud, the Contagium allows for precision targeting of Dalek nanogenes.

Puppets created by the Contagium infection can either be placed under the control of a Psyche Dalek or slaved directly to the Dalek command network.

Contagium

Awareness 2
Coordination 3
Ingenuity 3
Presence 2
Resolve 3
Strength 5

Traits:

Alien Senses (Sonar and Infra-red Vision) – The Contagium can see in total darkness and through thick smoke.
Armour (Minor) – The Contagium's armour plating reduces damage by 5.
Flight (Major) – The Contagium can take to the air on its metallic wings.

[205] *Fire and Brimstone*, Comic strip, Doctor Who Magazine

Natural Weapons (Stinger) – The Contagium stinger is sharp, providing +4 to Strength in damage, but it also delivers a deadly nanogene payload if the stinger does enough damage to penetrate armour.
Obligation (Major) – To serve the Daleks.
Robot – The Contagium is obviously robotic.

Tech Level: 6

Story Points: 4-6

Werelox

The Werelox (singular: Werelok) are humanoids suffering from a form of infectious lycanthropy, possibly an offshoot of the lupine wavelength haemovariform species[206]. Originally considered a form of disease by some humanoid cultures, by 3999 AD they are recognised as a species and are members of the Galactic Federation, with three Werelox athletes present at that the Olympics[207].

Werelox are basically humanoid, with lupine facial features, elongated jaws and fangs, enhanced musculature and razor-sharp claws. All Werelox have venom ducts in their claws and fangs. The mutagenic venom contained within acts directly on the genetic structure of those it infects, transforming them into savage Werelox within minutes on exposure to moonlight. Unlike lupine wavelength haemovariforms, those transformed into Werelox do not change back, though particularly strong-willed individuals may retain elements of their original personality despite infection. In the wild, Werelox rely on their fangs and claws to bring down their prey, but when in service to another species these are accompanied by easy to use weapons such as machine pistols, blasters and knives.

Though they bear a strong resemblance to the werewolves of Terran myth and legend, the Werelox actually originate in the distant past of the New Earth system, where they originally wiped themselves out through overpopulation and extermination of their prey species. Brought forward in time to 2430 AD by the Daleks in their attempt to capture the New Earth system and use it as a Dalek breeding ground, the Werelox were trained and used as shock troops and biological weapons[208].

Werelok Trooper

Awareness 5
Coordination 4
Ingenuity 1
Presence 3
Resolve 3
Strength 5

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[206] Speculation
[207] *Placebo Effect*, Novel, BBC Books
[208] *The Dogs of Doom*, Comic strip, Doctor Who Weekly

Traits:

Alien
Alien Appearance – They're hairy, muscular humanoids with vulpine faces.
Fear Factor 2 – The Werelox are savaged, fanged monsters and gain +4 when actively trying to frighten someone.
Infection (Special) – Whenever an enemy has been scratched or bitten by a Werelok, the wound is injected with the venom, which acts by mutating the victim, who on exposure to moonlight must make a Strength + Resolve roll at Difficulty 18 or immediately transform into a ravening Werelok. Although this new creature retains some of the memories, skills and traits of its former self, it is as brutal and savage as any other Werelok.
Natural Weapons: Claws and Fangs – Strength +2 close combat damage.
Quick Reflexes – Werelox move like greased lightning.
Tough – Werelox are sturdy and hard to put down.

Skills: Athletics 4, Fighting 5, Marksman 3, Subterfuge 1, Survival 3, Technology 1, Transport 2

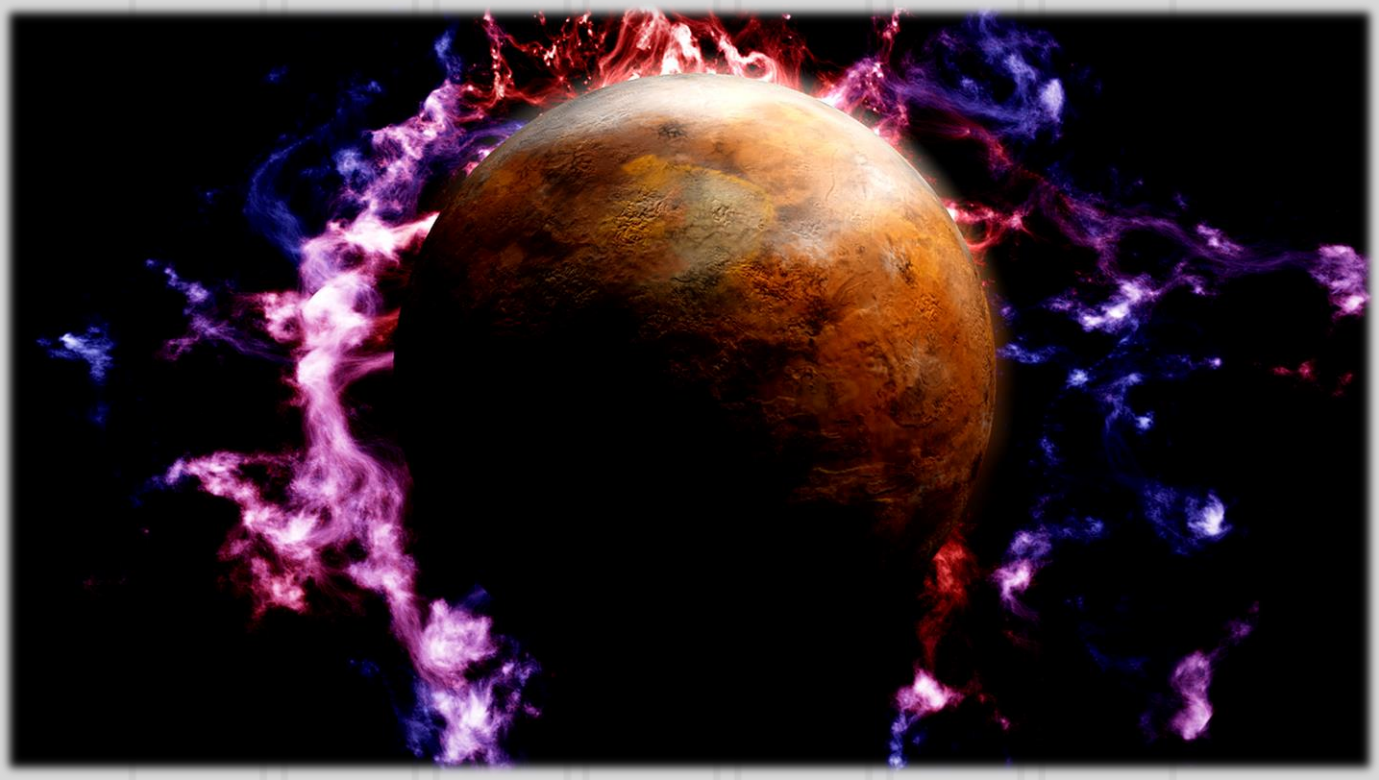
Equipment:
- Blaster: 7(3/7/10)
- Combat Knife: Strength +2 close combat damage

Tech Level: 6

Story Points: 3-5

Chapter 5: Worlds of the Daleks

Skaro



Located on the farthest edge of the Seven Galaxies (the IC342/Maffei Group, beyond the Andromeda Galaxy, about 9 million light years from Earth), Skaro is the twelfth planet in its system and is a world of roughly the same mass and dimensions as Earth. Skaro was once a binary star system, but the smaller secondary star was destroyed by the Hand of Omega in what many believe to be the opening skirmish of the Time War[209].

The planet has three major continents (Dalazar, Darren and Davius), five seas (The Ocean of Ooze, The Sea of Acid, The Sea of Rust, The Serpent Sea and the land-locked Bottomless Sea) and three major islands (The Island of Gushing Gold, The Island of Moving Mountains and an island chain named The Forbidden Islands)[210]. Dalazar is home to the original Dalek city, Kaalann, and a lake containing the results of some of Davros' early experiments; Davius was the original home of the Thals and Darren is the site of the neutronic explosion which transformed the planet into a nuclear wasteland, whose principal features are a petrified forest.

Before the Daleks arose, Skaro was the home of several humanoid species; the Kaleds, the Dals, the Thals and the Tharons[211]. After an undefined period of peaceful co-existence, the major races began a genocidal war with each other for reasons now lost to history. The Dals and the Tharons were wiped out in the initial centuries of the conflict, leaving the Thals and the Kaleds locked in a struggle for domination of the planet. Eventually fallout from the nuclear, chemical, and biological weapons used in the early years of the war began to produce widespread genetic aberrations in both species, aberrations seen by Kaled scientists as being the end of their species in its (ideologically defined) "pure" form.

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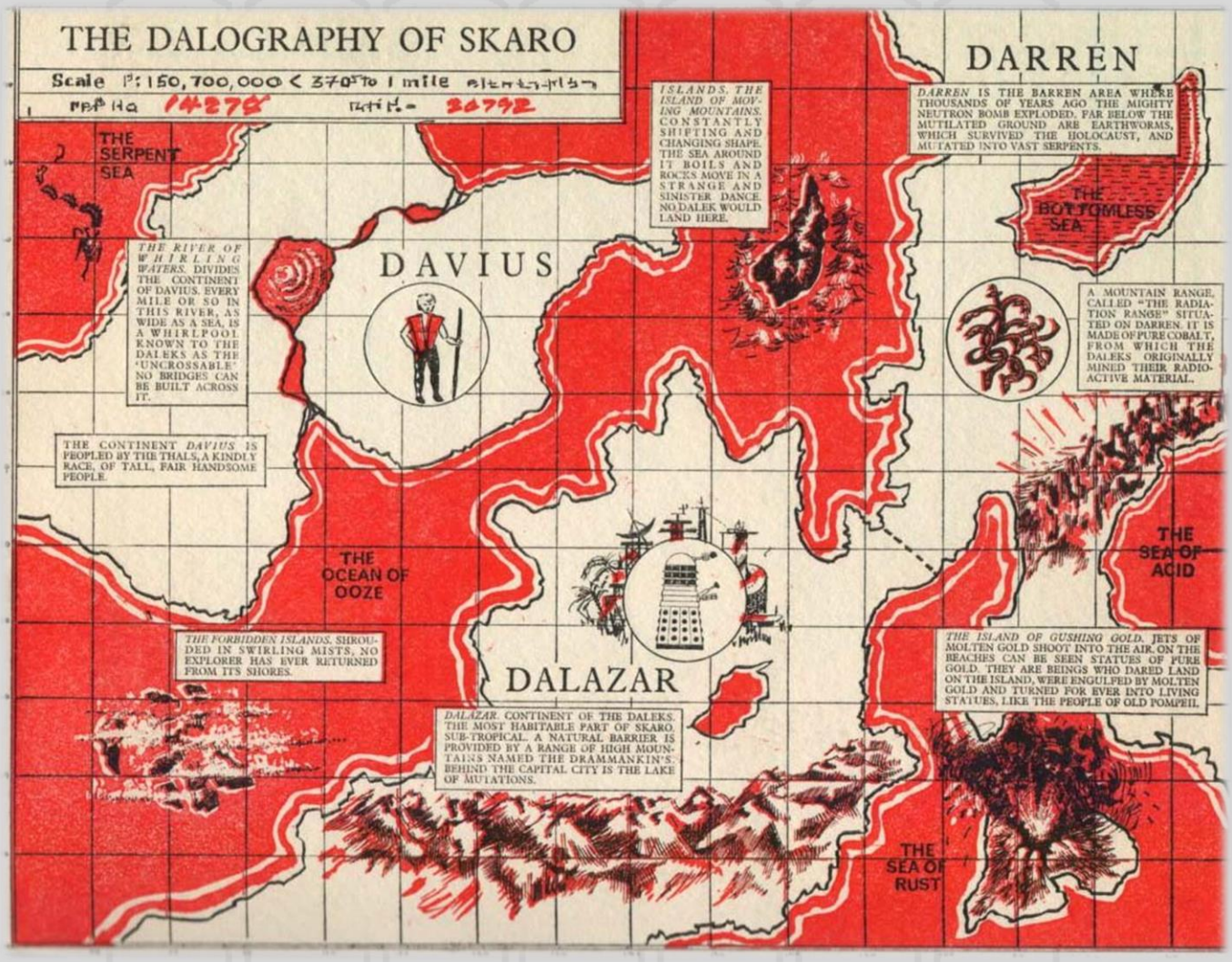
[209] *Remembrance of the Daleks*, TV, BBC
[210] *The Dalek Book*, Souvenir Press
[211] *I, Davros: Purity*, Audio, Big Finish Productions

Skaro has been recorded as having been destroyed several times, though it continues to exist regardless. It has been claimed that the Daleks "have a strong sense of home", and have recreated it, but no information exists to suggest how this was brought about. In its current incarnation, the planet is a largely barren wasteland, though it has animal and plant life, and the background radiation level no longer appears harmful to humans[212].


THE DALOGRAPHY OF SKARO
Scale 1: 150,700,000 < 370 to 1 mile
DARREN
DARREN IS THE BARREN AREA WHERE THOUSANDS OF YEARS AGO THE MIGHTY NEUTRON BOMB EXPLODED. FAR BELOW THE MUTILATED GROUND ARE EARTHWORMS, WHICH SURVIVED THE HOLOCAUST, AND MUTATED INTO VAST SERPENTS.
ISLANDS. THE ISLAND OF MOVING MOUNTAINS. CONSTANTLY SHIFTING AND CHANGING SHAPE. THE SEA AROUND IT BOILS AND ROCKS MOVE IN A STRANGE AND SINISTER DANCE. NO DALEK WOULD LAND HERE.
THE SERPENT SEA
THE BOTTOMLESS SEA
THE RIVER OF WHIRLING WATERS. DIVIDES THE CONTINENT OF DAVIUS. EVERY MILE OR SO IN THIS RIVER, AS WIDE AS A SEA, IS A WHIRLPOOL KNOWN TO THE DALEKS AS THE 'UNCROSSABLE'. NO BRIDGES CAN BE BUILT ACROSS IT.
DAVIUS
A MOUNTAIN RANGE, CALLED "THE RADIATION RANGE" SITUATED ON DARREN. IT IS MADE OF PURE COBALT, FROM WHICH THE DALEKS ORIGINALLY MINED THEIR RADIOACTIVE MATERIAL.
THE CONTINENT DAVIUS IS PEOPLED BY THE THALS, A KINDLY RACE, OF TALL, FAIR HANDSOME PEOPLE.
THE OCEAN OF OOZE
THE SEA OF ACID
THE FORBIDDEN ISLANDS. SHROUDED IN SWIRLING MISTS, NO EXPLORER HAS EVER RETURNED FROM ITS SHORES.
DALAZAR
THE ISLAND OF GUSHING GOLD. JETS OF MOLTEN GOLD SHOOT INTO THE AIR. ON THE BEACHES CAN BE SEEN STATUES OF PURE GOLD. THEY ARE BEINGS WHO DARED LAND ON THE ISLAND, WERE ENGULFED BY MOLTEN GOLD AND TURNED FOR EVER INTO LIVING STATUES, LIKE THE PEOPLE OF OLD POMPEII.
DALAZAR. CONTINENT OF THE DALEKS. THE MOST HABITABLE PART OF SKARO. SUB-TROPICAL. A NATURAL BARRIER IS PROVIDED BY A RANGE OF HIGH MOUNTAINS NAMED THE DRAMMANKIN'S. BEHIND THE CAPITAL CITY IS THE LAKE OF MUTATIONS.
THE SEA OF RUST

Cities

The Daleks have had numerous cities on Skaro over the centuries.

Kaalann

Built on the *Vekis Nar-Kangji* (Plain of Swords), Kaalann was built over the remains of the Kaled science bunker in which the Daleks were first created, giving the city its other name, *Mensvat Esc-Dalek*[213] (Cradle of the Daleks). The city is overlooked by the Drammankin mountain range which provides natural protection.

Kaalann is a vast city built almost entirely of metal. Huge geothermal taps draw power from the core of the planet, which is converted to a form of static electrical pulse and disseminated throughout the city via the metal floor plates. This static pulse is what gives Dalek technology its characteristic electronic "heart beat"[214].

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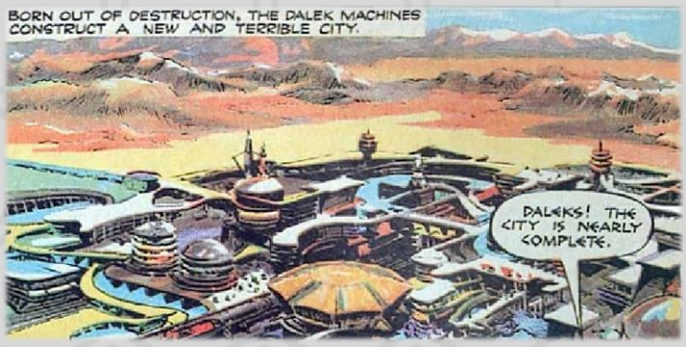
[212] *The Witch's Familiar*, TV, BBC
[213] *Remembrance of the Daleks*, Novelisation, Target Books
[214] *The Only Good Dalek*, Graphic novel, BBC Books

Throughout its long history, Kaalann has been destroyed many times, the first being the attack by the Monstrons shortly after the Daleks achieved space travel, and the most recent being the devastation caused by the Last Great Time War[215]. Each time the Daleks have rebuilt the city on a grander scale and with strengthened defences.

Areas of the city include the Dalek Council Chamber, a spaceport, vast hydroponic farms, weapons development laboratories, armouries, slave quarters, reproduction plants, observatories, strategy chambers, surveillance and planetary security centres.

New Dalazar



Built on the site of the former Dal capital city, New Dalazar is located on the opposite site of the Drammankin mountains from Kaalann, and also draws its water from the Lake of Mutations. Surrounded by desert, the city can be swiftly covered by a camouflage dome of magnetised sand drawn from the dunes surrounding it[216].

New Dalazar was razed by a time storm created by the seventh incarnation of the Doctor[217], and was left in ruins when the Daleks of the New Paradigm returned to Skaro. A notable feature is the "Colossus of Skaro", a massive building in the centre of the city in the shape of a Dalek[218].

New Skaro City

New Skaro City (human designation; it is unknown what the Daleks call it) is located in the Darrien region of

[215] *City of the Daleks*, Video game, BBC Interactive
[216] *The Dalek Chronicles: Power Play*, Comic strip, TV21
[217] *We are the Daleks*, Audio, Big Finish Productions
[218] *Asylum of the Daleks*, TV, BBC

the continent of Dalazar. It is relatively small for a Dalek city, consisting mainly of pre-fabricated towers, domes and spherical buildings[219], and was used as a detention centre and hospice for Davros when he was held on Skaro[220]. The Daleks of the New Paradigm used it as a base during the reconstruction of their capital city, Kaalann. The city was badly damaged when the Dalek attempt to steal the Doctor's regeneration energy revitalised the Dalek remants in the city sewers, allowing them to vent their fury on the Daleks above them[221].

Regions

Dalazar

Dalazar is both a continent on Skaro and the name of its former capital city. It was the original home of the Kaleds and the Dals, and was separated from Davius – the continent of the Thals – by the Ocean of Ooze. Notable features of Dalazar include the Drammankin mountains, the Lake of Mutations, and the Dalek cities of Kaalann and New Dalazar (built on the site of the former Dal capital). The continent enjoys a largely sub-tropical climate and is the most inhabitable region of Skaro.

Drammankin Lake

Drammankin Lake[222], also known as Lake Davian or the Lake of Mutations, is a polluted body of water on Skaro near the city of Kaalann on the continent of Dalazar. During the Thousand Year War it become home to monstrous mutations created by the use of chemical and biological weapons. When the Daleks built their city on the other side of the mountains, they ran pipes through the mountain to the lake, which they used for water and reactor coolant[223].

Years later, the Dalek City was built near the mountain range bordering the lake. Giant pipes ran directly through the mountains to the lake for the city's water supply. The lake also formed a crucial part of the Daleks defence strategy, concealing their planetary defence rockets silos beneath its waters[224].

After the Daleks re-emerged to conquer Skaro and drive off the Thals, the Dalek Prime conducted numerous

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219 *The Sorcerer's Apprentice*, TV, BBC
220 *Emperor of the Daleks!,* Comic strip, Doctor Who Magazine
221 *The Witch's Familiar*, TV, BBC
222 *I, Davros: Innocence*, Audio, Big Finish Productions
223 *The Daleks*, TV, BBC
224 *The Dalek Chronicles: Impasse*, Comic strip, TV21

mutational experiments on other creatures of Skaro. Survivors of the experiments were set loose to inhabit the lake, the swamps surrounding it and the petrified forests[225]. Notable inhabitants of the lake include Swamp Beasts[226], Terrorkons and giant electric eels[227].

The Petrified Jungle

The petrified jungle is the remains a forest on Skaro, in which all vegetation was ossified by heat and fallout from the neutron weapon detonated by the Daleks. The jungle surrounds the Plain of Swords, upon which rests the city of Kaalann. The jungle is home to a number of hardy plant and animal species, including Varga Plants, Magnedons and Slythers.

During the Dalek wars of the 41st century, an area of the jungle was recovered from Skaro by human forces and relocated to Station 7 for the Space Security Service to research in the hope of better understanding the Daleks. Recovered at the same time were specimens of Slyther, Varga Plant and Magnedon. The jungle was jettisoned from the station and destroyed when the Daleks attacked[228].

The Icecanos

Located on the extreme southern edge of Dalazar, the Icecanos are a chain of highly active cryovolcanic mountains, that frequently erupt vast plumes of super-cooled gases from the frozen core of the planet into the atmosphere[229].

Darren

Darren (sometimes called Darrien is a northern continent joined to Dalazar by a land bridge with the Ocean of Ooze on one side and the Sea of Rust on the other.

In the Secondary Timeline, Darren was the location of the Radiation Range, a mountain range where the Dals discovered pure cobalt in the Secondary Timeline[230], and was the home of the Dal War Council. This was where the Dals laboured to create powerful neutron bombs, with which they hoped to end their war with the Thals. War minister Zolfian was known to frequent this area to supervise the project. Zofian and his chief scientist, Yarvelling, were also mass-producing advanced robotic combat armour closely resembling the Dalek battle-shell from the Primary Timeline, for use in exploring the radioactive wasteland resulting from the bombs and exterminating any surviving Thals. The continent was laid waste, however, when it was bombarded by meteorites that set off the neutron bomb stockpiles.

Aside from an inland sea, Darren is mostly desert and is infested with gigantic carnivorous burrowing creatures – mutated from common earthworms – that live beneath the sands and track their prey by vibration.

Polar Mountains

To the north of Darren lie the polar mountains; vast, snow-capped peaks that pierce that pack-ice. The Dals are known to have constructed observatories and rocket test facilities here, some of which may still lie undiscovered[231].

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[225] *Evil of the Daleks*, Novelisation, Target Books
[226] *The Daleks*, TV, BBC
[227] *The Dalek Chronicles: Impasse*, Comic strip, TV21
[228] *The Only Good Dalek*, Graphic novel, BBC Books
[229] *The Dalek Annual 1977*: The Dark Side of Skaro, Article, World Distributors Ltd
[230] *The Dalek Chronicles: Genesis of Evil*, Comic strip, TV21
[231] *The Dalek Chronicles: Legacy of Yesteryear*, Comic strip, TV21

The Bottomless Sea

The continent of Darren features an inland sea which, named "the Bottomless Sea" by the Dals because no-one has yet managed to successfully measure its depth. Though the sea is usually calm, crossings are dangerous, as there are currents that are difficult to predict, and there are numerous legends of monsters dwelling in the deeps[232].

The Sea of Acid

Sometimes referred to as the Ocean of Death, the Sea of Acid is composed largely of molecular acids capable of dissolving a human body in seconds. Remarkably, the sea is home to a thriving ecosystem of monstrous creatures that have evolved several different ways to neutralize or otherwise negate the effects of the acid compounds. Fumes from the sea destroy lung tissue and rot human flesh.

The Sea of Rust

The Sea of Rust takes its name from the russet colour of the algal blooms that cover its surface. The blooms drain oxygen from the waters, resulting in an ocean almost entirely devoid of life.

The Island of Gushing Gold

Located in the Sea of Rust, the Island of Gushing Gold is a volcanic peak that periodically produces geysers of molten gold, covering the island and instantly smothering any lifeforms caught there.

The Land of Mutants

To the east of the Radiation Range is a blighted land that the Daleks use as a weapons testing area, to which the Daleks banish prisoners they wish to use for experimentation. Survivors of the neutronic weapons testing have developed terrible mutations and band together in loose tribes for survival[233].

Davius

The continent of Davius was the original home of the Thals, separated from Dalazar by the Ocean of Ooze. Occupying a portion of the northern hemisphere, it is divided in two by the River of Whirling Waters, a body of water characterised by frequent whirlpools and water spouts, across which no bridges can be built.

The Sonic Desert

The Sonic Desert occupies the lower half of Davius, below the River of Whirling Waters, and remains largely uncharted. Composed of diamond and ruby dust, the region is blanketed by an eerie sound of unknown origin, that leads to madness and death within hours of exposure. The region is not without life, however, and is home to several species of small, poisonous horned lizards, which die if removed from the desert, possibly due to the lack of sound[234].

The Serpent Sea

North of Davius is the Serpent Sea, a vast stretch of water inhabited by huge carnivorous sea-serpents. In the centre of the sea is Serpent Island, a small land-mass so densely populated by snakes of all kinds that the ground seems alive with them[235]. It is possible that these snakes are the juvenile forms of the sea-serpents, and that the island is their spawning ground.

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[232] *The Dalek Annual 1979: The Dalography of Skaro*, Article, World Distributors Ltd
[233] *The Dalek Annual 1977: The Dark Side of Skaro*, Article, World Distributors Ltd
[234] *The Dalek Annual 1979: The Dalography of Skaro*, Article, World Distributors Ltd
[235] *The Dalek Annual 1977: The Dark Side of Skaro*, Article, World Distributors Ltd

The Crystal Continent

On the opposite side of Skaro from Dalazar is the Crystal Continent, a vast landmass formed by the subterranean burning of vast seams of combustible material. Under extreme geological pressure, this siliceous material bubbles up from fissures in the ground and sets, giving the appearance of a continent covered in molten glass. Examples of creatures that became trapped can occasionally be seen, preserved for all eternity[236].

The Ocean of Ooze

The Ocean of Ooze lies between the continents of Davius and Dalazar, and takes its name from its glutinous consistency. The "ocean" consists of a mixture of watery mud, organic slurry and toxic waste. A variety of unpleasant lifeforms have adapted to live in this ooze, preying on each other and anything unfortunate enough to get trapped in the mire.

The Forbidden Islands

Located in the south of the ocean of Ooze, the Forbidden Islands (sometimes called the Islands of Mists) are constantly wreathed in a thick fog. Orbital scanners have detected life there, but its nature remains unknown. All expeditions sent to the islands have lost contact shortly after landing, and none have returned[237].

Climate

During the war between the Thals and the Kaleds, Skaro became a hostile planet of climatic extremes, alternating between powerful lightning storms, blistering heat and highly acidic rain. The atmosphere is breathable to humans, though for many years it was highly radioactive. The planet has at least one semi-permanent storm, the Oquolloquox (*thousand-year storm*), that moves around the planet every six years[238]. In the years since the rebirth of the Dalek Empire in the New Paradigm era and their return to their ancestral seat, climatic engineering efforts have done much to calm the weather, though much of the planet remains a parched desert and acid rain storms are frequent[239].

Terrain

Skaro is a uniquely hostile environment for life, with acidic seas and a core of supercooled ice that somehow remains fluid at extremely low temperatures and behaves like molten magma. The planet retains a high degree of hydrothermal and geological activity, most easily observed in places like Geyser Swamp. No complete geophysical map of Skaro has been completed, and the processes behind some of Skaro's most lethal features remain unknown. At least one river was known to be comprised of sulphuric acid, and the geysers in Geyser Swamp spewed mercury, rather than steam. Likewise, the Island of Gushing Gold jetted molten gold into the air[240].

The Daleks eventually drove the Thals from Skaro and ruled a devastated planet, its seas dead and its surface devoid of almost all life. However, Skaro was rich in minerals which the Daleks used to build massive armies to conquer and destroy other worlds, building the interstellar Dalek Empire. Sometime afterward, the Daleks abandoned Skaro, which was later reoccupied by Davros and his Imperial Dalek Faction[241].

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[236] *The Dalek Annual 1977: The Dark Side of Skaro*, Article, World Distributors Ltd
[237] *The Dalek Annual 1979: The Dalography of Skaro*, Article, World Distributors Ltd
[238] *The Dalek Chronicles: Duel of the Daleks*, Comic strip, TV21
[239] *Asylum of the Daleks*, TV, BBC
[240] *The Dalek Book: The Dalography of Skaro*, Souvenir Press
[241] *Remembrance of the Daleks*, Novelisation, Target Books

During the Time War, temporal weapons created massive areas of instability on the surface, both temporal and geological. Since the return of the New Paradigm, stability has been restored to most of the surface.

Biosphere

Skaro's biosphere is the product of millennia of adaptation to violent radiological, biological and temporal disruption. While much of Skaro is a desert, some sheltered valleys still retain the lush jungle growth that at one time much have covered the planet. What lifeforms still survive on Skaro are durable and hostile, notable examples being the Terrorkon, the Varga Plant, the Slyther, a species of giant carnivorous flatworm called a Dredly, giant carnivorous clams, monstrous subterranean creatures called Krakis, and other nightmares.

Several species of non-humanoid sapients once existed on Skaro, including intelligent sponge colonies that live near the frigid core of the planet, a spherical insectoid species called Zomites[242] and other nightmares. Whether or not they continue to exist or have been exterminated is unknown.

Giant Land Clam

Giant clams were one of the products of Davros' early experiments. They were kept under the Kaled Dome in a cave leading out to the wastelands and fed on anything that crossed their path[243]. They prefer moist environments and can be found lurking in swamps, caves and lakes.

Giant Land Clam

Awareness **3**
Coordination **1**
Ingenuity **-**
Presence **-**
Resolve **-**
Strength **5**

Traits:

Alien
Alien Appearance (Major)
Armour (5 points)
Natural Weapon (Bite) – Strength +2 damage; target is then trapped
Size – Huge (Minor)
Weakness – Immobile

Tech level: N/A

Story Points: 0

Magnedon

Magnedons look like armoured reptiles with stalked eyes and toothy maws, but they are made of living metal animated by a complex internal magnetic field. They prey on other, similar magnetic creatures, and may also be able to feed off natural magnetic or static electrical fields.

Native to Skaro, Magnedons are hunted by the Thals, who use them to recharge their technology.

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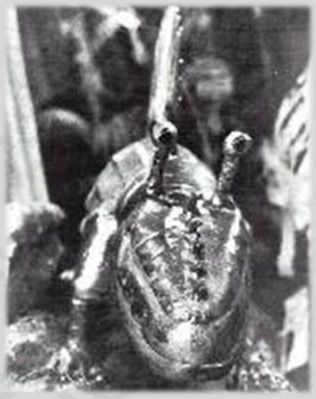
[242] *The Daleks destroy the Zomites*, Give-a-Show Projector Series, Kenner
[243] *Genesis of the Daleks*, TV, BBC

Magnedon



Awareness 3
Coordination 3
Ingenuity 1
Presence 2
Resolve 2
Strength 2

Traits:

Alien
Alien Appearance (Major Bad) – It's an armoured metal lizard.
Alien Senses (Minor Good) – Magnedons can "smell" electromagnetic fields.
Armour (Minor Good) – 5 point of Armour.
Climbing (Minor Good) – Magnedons clamber around trees and caves, and have a +4 bonus to Coordination + Athletics rolls when climbing.
Magnetic Control (Special Good) – Magnedons can control magnetic fields. They usually use this ability to attract prey but can also use it to disrupt sensors or energy weapons. Thals hunt Magnedons for their natural electromagnetic fields, which they drain into batteries, leaving the creature's inanimate carcass behind.

Skills: Athletics 2, Fighting 1, Subterfuge 3, Survival 3

Swamp Beast

Swamp beasts originate from the Lake of Mutations and may be encountered lurking near any body of water on Skaro. They may be related to the Slyther or possibly the Krakis. They look like a sort of cancerous octopus, with two sinister glowing eyes. They are ambush predators, preferring to snatch prey unawares, but will flee when approached.

Swamp Beast

Awareness 3
Coordination 3
Ingenuity 1
Presence 2
Resolve 2
Strength 4

Traits:

Alien
Alien Appearance (Major Bad) – It's a horrific mass of cancerous, mutated tentacles with two glowing eyes.
Fear Factor 1 (Minor Good) – The swamp beast gets a +2 bonus when trying to scare people.
Tentacles (Special Good) – The swamp beast can grab foes with its long tentacles. The beast rolls Coordination + Fighting to attack, dragging victims into the water if it wins. The tentacles do Strength damage (2/4/6) on a hit. However, damage to the tentacles does not injure the main body of the beast. Each tentacle can survive 5 points of damage.
Whirlpool Vortex (Special Good) – The swamp beast can churn up the waters around itself, making it almost impossible to swim. A character dragged into the water by the swamp beast must make Strength + Athletics rolls at Difficulty 20 to stay afloat, or at Difficulty 24 to escape the whirlpool.

Skills: Athletics 3, Fighting 2, Survival 3

Varga Plant

The Varga is a species of carnivorous plant life native to the planet Skaro. They resemble large cacti covered in a dense coating of fine white hair-like filaments, but with roots that allow them to drag themselves along in search of prey. Varga Plants evolved early in Skaro's history, where they entered the folklore of the planet's intelligent species. The name "Varga" means "devourer" in the extinct Dal language.

The primary weapon of the Varga Plant is its toxin, transmitted via the razor-sharp thorns that cover it. Varga toxin is a fast-acting psychotropic mutagen that drives infected victims homicidally insane, inflicting them with an overwhelming desire to kill. As the infection progresses victims begin to grow thin white hairs all over their bodies. They begin to hear voices, possibly some kind of telepathic gestalt, urging them to join with the Varga. In the latter stages of the infection, victims lose all sense of identity and rationality, becoming fur-covered, featureless humanoid monstrosities before eventually completing their transformation into a Varga Plant.

In their natural form Varga Plants are immobile and resemble a large Venus Flytrap, lashing out in response to nearby movement with lethal stinging jaws on the end of an extending tentacle. These early Vargas can still be found on Skaro, inhabiting ruins, caves and other locations where they are sheltered from the acid rain and radioactive wind storms[244]. Later, due to the effects of the chemical and radiological fallout of the Thousand Years War, they began to mutate, developing the ability to move and hunt their prey. Mobile packs of Vargas haunted the battlefields of Skaro, picking off stragglers and feeding on the corpses of fallen[245]. Towards the end of the war, Vargas became a subject of study by the Kaled Chief Scientist, Davros, who proposed using genetic manipulation to increase their mobility and the virulence of their toxin in an attempt to weaponize them for use against the Thals[246].

Even when rooted and immobile Varga Plants can be dangerous. They tend to shiver in response to movement, shedding a thin layer of needles on surfaces in the vicinity and increasing the chances of infecting even creatures intelligent enough not to touch the plant directly.

Natural Varga Plant

Awareness 1
Coordination 1
Ingenuity -
Presence -
Resolve -
Strength 2

Traits:

Alien
Plant
Fear Factor 1

Natural Weapon: Stinging Jaws – Lashing out on the end of an extending tentacle, these do Strength +2 close combat damage, and deliver the lethal Varga toxin (see below).

Special: Varga Toxin – Any character scratched by a Varga must immediately spend a Story Point or become infected. At the beginning of every Scene, the character must make a Strength + Resolve test at Difficulty 18; if they fail, consult the chart below.

- **Failure –** The character takes one point of damage to Resolve.

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[244] *City of the Daleks*, Video game, BBC Interactive
[245] *I, Davros: Purity*, Audio, Big Finish Productions
[246] Speculation

- **Bad –** The character takes 2 points of damage to Resolve and gains the Eccentric Trait.
- **Disastrous –** The character takes 3 points of damage to Resolve and gains the Obsession (Major, Homicidal) Trait.

A character reduced to 0 Resolve or killed while infected becomes a Varga Plant in 2D6 minutes.
Weakness: Immobile – Natural Vargas are rooted in the ground and cannot move.

Skills: Fighting 2, Subterfuge 2

Mutant Varga Plant

Awareness 1
Coordination 1
Ingenuity 1
Presence 1
Resolve 1
Strength 2

Traits:

Alien
Plant
Fear Factor 3 – Anyone who knows what a Varga Plant is finds them terrifying.
Slow (Minor) – Mutant Vargas can move by shuffling forward on their roots, but they are very slow and can be easily outpaced (Speed 1).
Special: Varga Toxin – Any character scratched by a Varga must immediately spend a Story Point or become infected. At the beginning of every Scene, the character must make a Strength + Resolve test at Difficulty 18; if they fail, consult the chart below.

- **Failure –** The character takes one point of damage to Resolve.
- **Bad –** The character takes 2 points of damage to Resolve and gains the Eccentric Trait.
- **Disastrous –** The character takes 3 points of damage to Resolve and gains the Obsession (Major, Homicidal) Trait.

A character reduced to 0 Resolve or killed while infected becomes a Varga Plant in 2D6 minutes.

Skills: Fighting 2, Subterfuge 2

Weaponized Varga Plant

During the third Dalek occupation of Earth, Varga Plants were again re-engineered by the Daleks and deployed on the newly terraformed planet Jupiter. This time the toxin was altered to create a pack instinct and prolong the course of the infection, causing the infected to band together and attack anyone not already infected. Indeed, those infected with the new strain seemed capable of using weapons and piloting spacecraft, indicating a much higher degree of rational thought than that exhibited by victims of earlier strains. This re-engineered breed of Varga has yet to be encountered anywhere else, and it is thought that the entire stock was destroyed when Jupiter was retaken by the Earth Alliance fleet[247].

During the Last Great Time War, the Daleks re-engineered Varga Plants so that their toxin acted as a regeneration inhibitor.

Weaponised Varga prolong the infection period, turning the infected into bestial, homicidal brutes covered in fine white hairs concealing Varga spines. Eventually the infected completes the transformation and becomes a mutated Varga Plant (see above). Infected characters retain the Traits they had in life, with the

[247] *Dalek Empire 2: Dalek War*, Audio, Big Finish Productions

Attributes and additional Traits listed below.

Weaponized Varga

Awareness 2
Coordination 1
Ingenuity 2
Presence 1
Resolve 7
Strength 5

Traits:

Alien
Clumsy
Fear Factor 4 – Anyone who knows what a Varga Plant is finds them terrifying.
Networked (Minor) – Weaponised Vargas have a sort of collective hive mind, which allows them to coordinate attacks.
Obsession (Major, Homicidal) – A weaponised Varga is driven to kill by the voices in their mind.
Slow Reflexes (Minor) – Vargas are slow to react, but they don't stop, and they don't get tired.
Special (Varga Toxin) – Any character scratched by a Varga must immediately spend a Story Point or become infected. At the beginning of every Scene, the character must make a Strength + Resolve test at Difficulty 18; if they fail, consult the chart below.

- **Failure –** The character takes one point of damage to Resolve.
- **Bad –** The character takes 2 points of damage to Resolve and gains the Eccentric Trait.
- **Disastrous –** The character takes 3 points of damage to Resolve and gains the Obsession (Major, Homicidal) Trait.

A character reduced to 0 Resolve or killed while infected becomes a Varga in 2D6 minutes.
Tough – Dense plant fibres now reinforce the Vargas flesh.

Skills: Whatever skills the infected character had in life, plus Fighting +2, Subterfuge +2

Story Points: 1-2

NOTE: Varga Plants engineered with regeneration inhibiting toxin gain the following Trait;

Disable (Minor, Regeneration ability)

SLYTHER

Slythers are a species of nocturnal predator native to the planet Skaro. Resembling a hybrid of toad, manta ray and jellyfish, their dark rubbery skins and slimy coating grant them immunity to the thorns of the Varga Plant, their main competitors for food on Skaro. Though normally sluggish, they can move with horrifying speed in pursuit of prey, and their weird wailing hunting cry has been known to freeze victims in their tracks.

Like Varga Plants, Slythers have been used as biological weapons by the Daleks. During their first occupation of Earth in the 22nd Century, Slythers were used as "guard dogs" by the Daleks, providing security for Dalek installations. After the Dalek invasion force was destroyed, small numbers of Slythers escaped into the wild and established breeding colonies in isolated areas, so that by 2199 AD there were still Slyther colonies in the forests around London and in the wastelands surrounding other major cities.

Slythers are fully amphibious and can thrive in both sea and fresh water[248].

SLYTHER

Awareness 3
Coordination 2
Ingenuity 2
Presence 2
Resolve 4
Strength 5

Traits:

Alien
Alien Appearance – It's an enormous hungry blobby *thing* with tentacles.
Clumsy - Slythers are not the most coordinated of creatures, they can be lured into tricks and traps, such as the time Ian Chesterton caused one to leap to its doom into a chasm.
Environmental (Major) – Slythers are amphibious, able to survive both on land and underwater.
Fear Factor [3] – This large monstrous blob like creature is scary indeed and whilst it doesn't actively try and scare people, it gains a +6 when it's horrible throbbing, warbling scream comes out of the darkness.
Huge (Minor) – It's big, weird and hungry.
Tough

Skills: Subterfuge 3 (only on forested planets), Fighting 5

NOTE: The Huge (Minor) trait gives the Slyther an effective +2 to Strength, +1 to Speed, a +2 bonus to characters trying to hit it and a +4 bonus to characters trying to spot it. These modifiers are *not* factored into the statistics above as they only apply to appropriate rolls, i.e. the bonus to Strength would apply for grappling tests, or trying to move a fallen tree, but not to damage rolls.

[248] *Masters of Earth*, Audio, Big Finish Productions

Terrorkon

Among the largest and most savage of the aquatic creatures inhabiting the vast Lake of Mutations on Skaro, the Terrorkons are giant two-headed quadrupedal saurians. Highly aggressive, territorial, and carnivorous, the creatures are used as a form of natural defence barrier by the Daleks. Despite this the Daleks have found the animals difficult to control, and restrict their movement using electrical force fields and shock barriers. Due to their size and savagery, the Terrorkons have become the dominant species in the Lake of Mutations and the surrounding area, opposed only by the gigantic electric eels that share the lake[249].

The Terrorkons closely resemble the metal-eating Horrorkons of the planet Gurnian, suggesting similar origins. It is possible the Horrorkons were originally transplanted Terrorkons, engineered to act as biological security forces for Dalek operations on Gurnian. Horrorkons share the same stats as Terrorkons but are only aggressive towards metal. The destruction of the Dalek occupying force on Gurnian by the Horrorkons[250] may be why the creatures were judged too uncontrollable to be used off-world again[251].

Terrorkon

Awareness	**3**
Coordination	**3**
Ingenuity	**1**
Presence	**4**
Resolve	**4**
Strength	**12**

Traits:

Armour (Major) – Their thick hide reduces injury by ten levels.
Fear Factor 3 – These huge, roaring monsters are among the most fearsome predators in the galaxy.
Gulp! – Terrorkons are big enough to swallow any creature of Average size or less whole, killing it instantly at a cost of 2 Story Points.
Huge (Major) – The Terrorkon's great size gives it +4 to Strength and +2 to Speed, but it is also +4 to be hit and +8 to be seen.
Immunity (Dalek Exterminators) – The combination of their massive size, thick armour, mutant physiology and sheer savagery makes Terrorkons immune to Dalek firepower.
Natural Weapon (Bite) – Terrorkons have powerful jaws lined with sharp teeth, delivering Strength +2 close combat damage.
Natural Weapon (Claw) – Terrorkons have immense claws, capable of Strength +2 close combat damage.
Special: Two Heads – Terrorkons have two heads and can bite two targets each attack rather than one. At a cost of 1 Story Point it can bite the same target twice.
Trample – Terrorkons are so big they can crush people (and Daleks) beneath their feet, inflicting Strength

[249] *The Dalek Chronicles: The Terrorkon Harvest*, Comic strip, TV21
[250] *The Dalek Book: Monsters of Gurnian*, Comic strip, Souvenir Press
[251] Speculation

damage on all creatures that they run over. Characters can dodge a trample attack with a successful Coordination + Athletics. This trait costs a Story Point to use.
Weakness (Special) – The Terrorkons are attracted to bright, metallic objects and can be easily distracted or led.

Skills: Athletics 3, Fighting 4, Marksman 4, Survival 2

Story Points: 4-6

Giant Eel

The only things in the Lake of Mutations that prey on the Terrorkons are the Giant Eels. Equipped with a powerful electrical charge, these voracious predators are fearless in their pursuit of prey, and will coil around a lone Terrorkon and stun it into submission before devouring it. The Eels are not limited to the waters of the lake, and will sometimes slither into surrounding caves and swamps in search of food.

The body of an eel generates enough electricity to kill even when the creature is unconscious, and it can be used to charge equipment and provide emergency power.

Giant Eel

Awareness 4
Coordination 4
Ingenuity 2
Presence 4
Resolve 6
Strength 7

Traits:

Armour (Major) – Their thick hide reduces injury by ten levels.
Fear Factor 3 – These huge, slithering creatures are terrifying up close.
Gulp! – Giant Eels are big enough to swallow any creature of Average size or less whole, killing it instantly at a cost of 2 Story Points.
Huge (Major) – The Giant Eel's great size gives it +4 to Strength and +2 to Speed, but it is also +4 to be hit and +8 to be seen.
Natural Weapon (Bite) – The Giant Eel has powerful jaws lined with sharp teeth, delivering Strength +2 close combat damage.
Special: Electrical Field – The Eel generates an electrical field that is lethal (4/L/L) to the touch.

Skills: Athletics 3, Fighting 4, Survival 4

Story Points: 4-6

Krakis

The Krakis are a species of cave-dwelling tentacled carnivores that live in the lightless caverns beneath Skaro's surface[252]. These expert hunters occasionally venture up to the surface of the planet in search of food. Incidents of Krakis carrying off livestock and small children led to them becoming a semi-mythical bogeymen, used to frighten recalcitrant Thal and Kaled children into behaving[253].

Krakis

Awareness 4*
Coordination 3
Ingenuity 2
Presence 3
Resolve 4
Strength 6

Traits:

Additional Limbs 2
Alien
Alien Appearance (Major Bad) – It's got a pale, rounded body with a single eye and a gaping maw, surrounded by long, thick, muscular tentacles.
Alien Senses – the Krakis can see perfectly in total darkness.
Fear Factor 3 (Minor Good) – Krakis get a +6 bonus when trying to scare people.
Special: Camouflage – Krakis can blend in against the walls of their underground caverns (+2 to Subterfuge rolls).
Weakness: Nocturnal (Minor) – The Krakis live in darkness and will only venture to the surface on dark nights. While light does not harm them, it blinds and disorients them (-2 to all rolls) and they will avoid it.

Skills: Athletics 3, Fighting 2, Survival 3

Dredly

A Dredly is a monstrous serpent, something like a huge flat-bodied snake with antennae and hundreds of millipede-like legs[254]. Dredly are highly territorial and carnivorous, and are sometimes used by the Daleks as "guard dogs" for their installations on Skaro, and may be exported to other colony worlds. In the wild, Dredly hunt Slythers in the swamps surrounding the Lake of Mutations, and can be found in large numbers in the Ocean of Ooze.

Dredly

Awareness 4
Coordination 4
Ingenuity 2
Presence 4
Resolve 4
Strength 6

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[252] *The Dalek Outer Space Book: The Strata of Skaro*, Article, Souvenir Press
[253] *I, Davros*, Audio, Big finish Productions
[254] *The Dalek World: Treasure of the Daleks*, Comic strip, Souvenir Press

Traits:

Additional Limbs x2 – A Dredly has dozens of legs, gaining +4 to its Speed.
Fear Factor (2) – These horrifying monsters gain +4 to rolls when trying to intimidate prey.
Natural Weapon: Bite – The Dredly is a carnivore and has a nasty bite, doing Strength +1 damage (3/6/9).
Size: Huge – The Dredly is huge, gaining +4 to Strength, +2 to Speed. It's also + 4 to hit and + to be seen.
Run for your Life! – Despite its great size, the Dredly can squeeze into small spaces and burrow into soft ground; if there's anywhere for it to slither away, it can run away from a fight pretty easily.

Skills: Athletics 3 (Squeezing 5), Fighting 3, Subterfuge 3 (Hiding 5), Survival 4.

Story Points: 1-2

Zomites

Zomites are a form of swarming insectoid native to Skaro[255]. They resemble a blueish sphere with four stubby limbs, and have an intelligence level approaching that of a dog. They are highly territorial, swarming much larger creatures that wander too close to their next. Zomites are able to deliver a sharp electrical "sting" on contact, and are considered pests by the Daleks.

Zomite Swarm

Awareness 1
Coordination 2
Ingenuity 1
Presence 2
Resolve 4
Strength 1

Traits:

Tiny (Major) – Zomites are tiny things, gaining -4 to Strength, -2 to Speed, -4 to be hit and -8 to be seen (already figured in above).
Natural Weapon: Sting – A Zomite deals Strength + 1 (1/2/3) damage with its electrical sting.
Swarm 4 – There are always lots of zomites. Their Swarm rating increases by 1D6 each round to a maximum of 12.

Skills: Fighting 2

Skarosaur

Like Earth, Skaro had an age of dinosaurs, some of which have survived the ages, the wars, and the devastation visited upon Skaro by the Time War. These vast herbivorous "Skarosaurs" (no one knows what they're actually called) closely resemble a single horned triceratops. They are territorial and aggressive, living in herds in those few areas of Skaro where vegetation still grows.

Awareness 2
Coordination 2
Ingenuity 1
Presence 3
Resolve 3
Strength 15

[255] *The Daleks destroy the Zomites*, Give-a-Show Projector Series, Kenner

Traits:

Armour (4) – Reduce all damage by 4.
Natural Weapon: Horn – A Skarosaur can gore a single target with its horn, inflicting Strength +2 damage.
Size: Huge – A Skarosaurs great size gives it +4 to Strength and +2 to Speed (already figured in above), but it is also +4 to be hit and +8 to be seen.
Special: Charge – A Skarosaur can charge a single target, incidentally trampling and goring anyone smaller than it in its path. It makes one attack on everyone in its path; if it hits, it inflicts Strength damage on most of them, and Strength +4 damage on the unfortunate target.

Skills: Athletics 3, Fighting 2, Survival 4.

Moons of Skaro

Skaro has three natural satellites; Falkus, Flidor and Omega Mysterium. For much of the Thousand Year War between the Thals and the Kaleds, the moons were rarely seen and almost mythic, obscured by roiling clouds of toxic gases.

Flidor

Flidor is the smallest moon of Skaro, orbiting the planet four times every twenty-four hours. A dead planetoid, it is rich in a curious blue-veined gold which combines the durability of steel with the non-corrodible nature of gold and was later used to construct the casing of the Dalek Emperor. Small deposits of Flidor gold reached the surface of Skaro in the form of meteorites, making the alien mineral both rare and highly valued. In the secondary Dalek timeline, the scientist Yarvelling was the first Dal to set foot on Flidor and bring back samples of Flidor gold[256].

Falkus

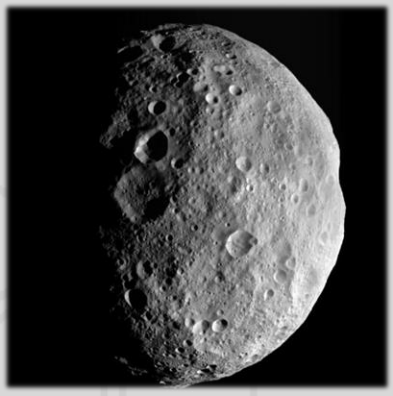
Falkus is a small planetoid, roughly 160 km (100 miles) in diameter. It orbits Skaro three times every twenty-four Earth hours, at a constant distance of 386,242 km (240,000 miles) and has no atmosphere. It is the second moon of Skaro and derives its name from a Kaled word meaning "new dawn."[257]

Shortly after the Daleks achieved space-flight, the moon was extensively mined and hollowed out. Based on plans proposed by Davros centuries before, Falkus was converted into a massive artificial intelligence, a living machine capable of independent thought, self-maintenance, self-repair and self-defence. On completion, the Daleks who constructed the complex had their memories of it wiped to ensure its security[258].

The purpose of the city-sized Falkus complex is to ensure the continuity of the Dalek race in the face of their

[256] *The Dalek Chronicles: Genesis of Evil*, Comic strip, TV21
[257] *Daleks Among Us*, Audio, Big Finish Productions
[258] *The Doctor Who and the Daleks Omnibus*, Feature, St Martin's Press

complete annihilation. Equipped with race banks, cloning tanks, automated factories and weapons dumps, Falkus is designed to create a brand-new Dalek race should the unthinkable happen and can do so at horrifying speed.



Directly linked to the Dalek PathWeb command network, the core of Falkus is a gigantic optical memory crystal that acts as a backup of the memory of every single Dalek and ensures that no information is lost. In the years preceding the Time War, the Emperor added temporal shielding to Falkus' defences, to prevent loss of data due to historical disruption by time lord weapons[259].

The truth about Falkus is a secret known only to the Dalek Emperor and the Supreme Council. The very concept of defeat is an alien one to most Daleks, and it serves the Emperor to maintain the illusion. Virtually all existing Daleks have a blind-spot built into their minds, by which they consider the planetoid of no territorial or military importance.

Omega Mysterium

Omega Mysterium is the third and largest of Skaro's moons, orbiting the planet once every twenty days. A barren, silvery planetoid, the moon was considered by most Skarosian cultures to be land of the dead or a gateway to the afterlife (a concept probably derived from the curious arrangement of craters that make the planetoid resemble a humanoid skull). By the time the Daleks were fully established as an interstellar empire, the surface of Omega Mysterium had been extensively mined to fuel their war machine, and any resemblance to a skull was lost[260].

Omega Mysterium is now home to the Daleks main ship-building and fleet resupply stations and forms a major part of their planetary defence grid.

The Asylum Planet

The Dalek Asylum was an Earth-like planet surrounded by a powerful forcefield and protected by a cloud of conversion nanogenes, used by the Daleks as a prison facility for those among them who had malfunctioned, gone insane or been mentally traumatised by battles. The Dalek Asylum occupied almost the entire core of the planet, and was full of the most dangerously deranged Daleks in existence.

After the Time War, even the Daleks didn't know how many inmates the Asylum held. The Dalek Parliament claimed that the inmates of the Asylum weren't killed because it would violate Dalek concepts of beauty, but this was most likely a lie intended to distract and confuse the Doctor into cooperating. The Asylum had several intensive care units, used to house those Daleks that had survived encounters with the Doctor.

The Daleks eventually destroyed the Asylum planet after a human star ship crashed through the forcefield by accident and risked releasing the inmates upon the galaxy, an event even the Daleks feared[261]

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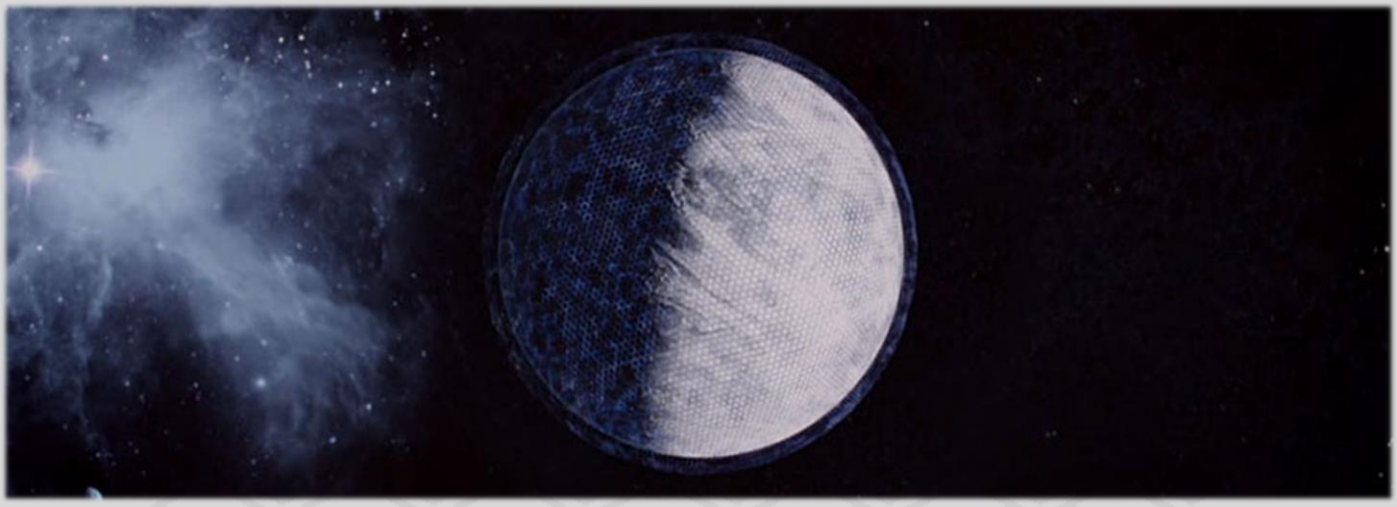
[259] Pure invention!

[260] Pure invention!

[261] *Asylum of the Daleks*, TV, BBC



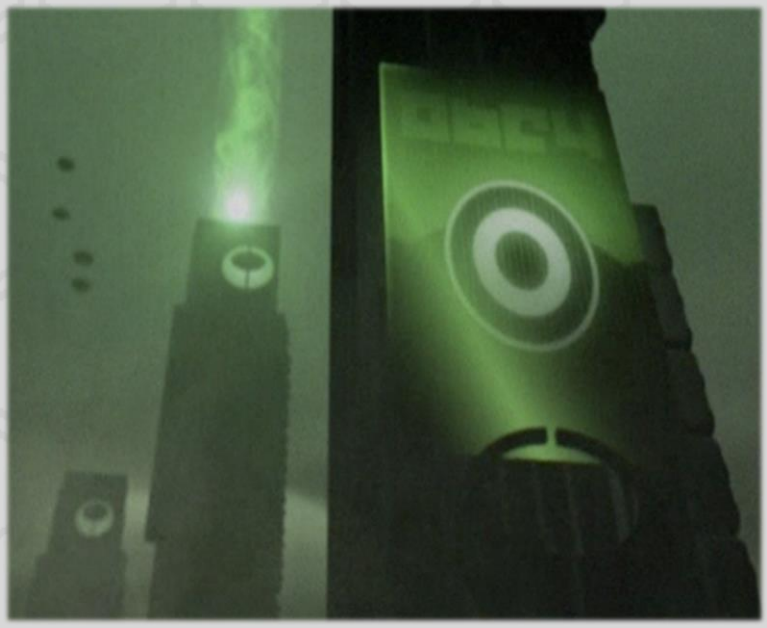
The Seriphia Galaxy

The Seriphia Galaxy, also designated Galaxy 17A53, is a galaxy neighbouring Mutter's Spiral. It was four times the size of Mutter's Spiral contained over six hundred billion stars and countless civilisations, all destroyed when the Daleks detonated the Apocalypse Element at the centre of the galaxy.

Using co-opted Gallifreyan time technology, the Daleks succeeded in putting the Seriphia Galaxy slightly out of phase with normal time, containing the effect of the Apocalypse Element. They then accelerated time within the boundaries of the containment field, creating a new galaxy entirely devoid of intelligent life ready for the Daleks to exploit and use as a power base[262], allowing the Daleks to create a million Skaros.

In the 42nd and 67th Centuries, having consolidated their power and resisted attempts to oust them, the Daleks launched invasions of Mutter's Spiral from Seriphia[263]. It is likely that it is this powerbase that finally gave the Daleks the numbers and resources to commit to a full-scale war against the Time Lords of Gallifrey.

Dalek Slave Worlds



Worlds conquered by the Daleks all have a depressing sameness about them. The air is tainted by the smell of burned hydrocarbons, with a metallic, oily tang. The skies are overcast, the stars obscured by roiling clouds of industrial smoke and dust, stirred by the passage of battlecruisers and airborne Dalek patrols. The landscape is a wasteland, littered with the remains of whatever civilisation bloomed before the Daleks came, dotted with the brutal structures of Dalek factories, slave camps and installations.

The Daleks keep planetary populations alive for as long as they are useful as slave workers, forced to mine the planet of whatever natural resources it has, then sorting and separating

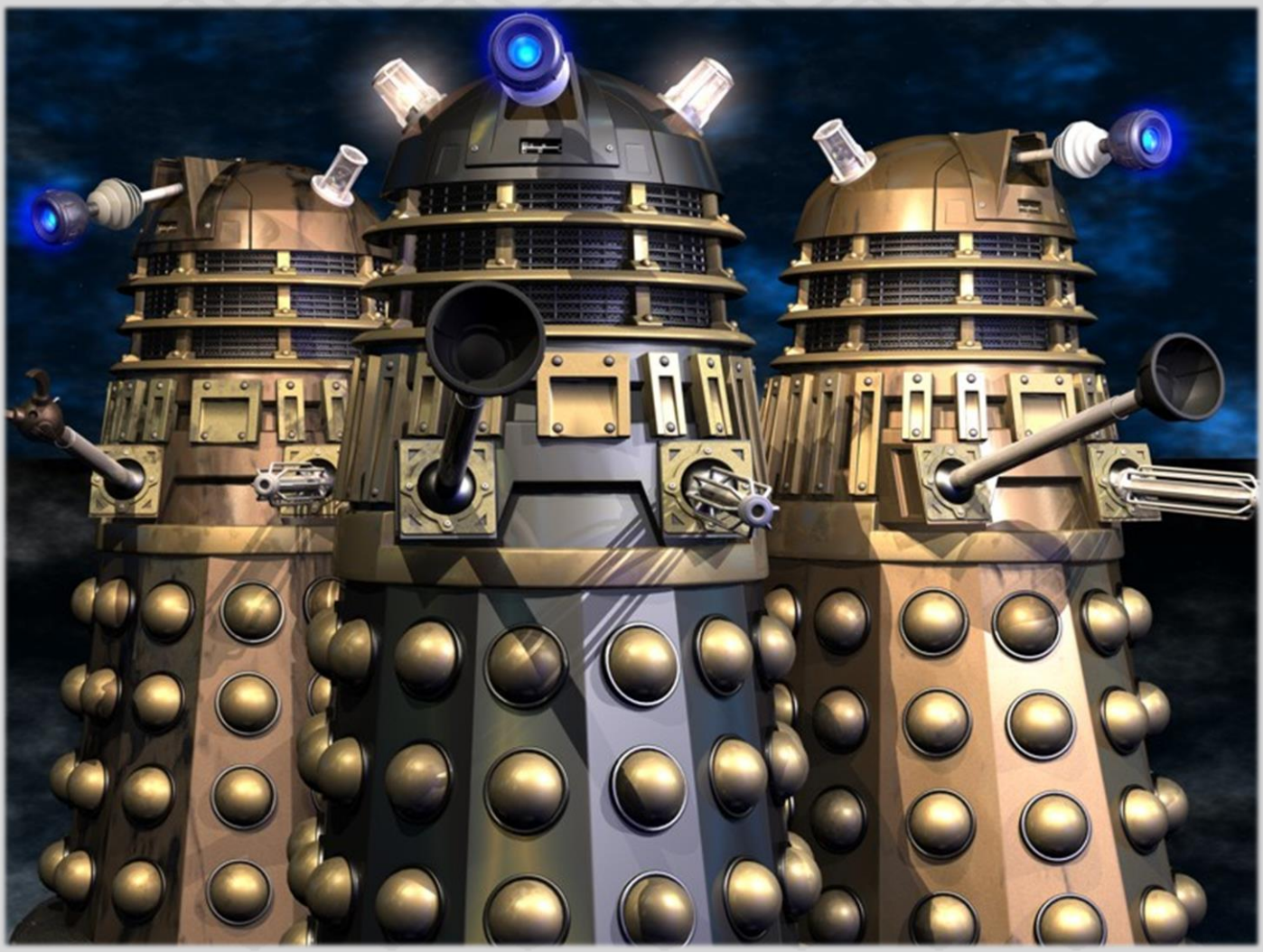
[262] *The Apocalypse Element*, Audio, Big Finish Productions
[263] *Dalek Empire & Dalek Empire 3*, Audio, Big Finish Productions

the ores before feeding them into the Dalek refineries, where they are processed before being shipped off-planet in vast cargo craft.

The life of a Dalek slave is nearly always brutal, unpleasant, and short. The Daleks often create “slave elites” within a population, finding them more efficient at supressing rebellion. These roles often become hereditary ones, though they are no more secure than the life of a slave working in the mines. The Daleks punish failure and resistance in the same way, with extermination. The Daleks encourage spying and betrayal among their slave population as a means of ensuring that none feel sae conspiring to rebel against their rule.

Daleks in long-term occupation of a planet may use Ogrons or Robomen to provide security, preferring to use Dalek forces for more crucial work.

Once the natural resources and tactical significance of an occupied planet are exhausted, the Daleks move on, often destroying the surface of the planet with plague missiles or neutron fire, to deny any possible advantage to their enemies.



Chapter 6: Dalek Spacecraft

The Daleks developed spaceflight early in their history by combining stolen technology with the gravitic lens systems used to drive their own battle-shells, bypassing the era of rocketry altogether. Within just a few years of achieving orbit, they learned how to travel at superluminal speeds, and their vessels shortly became known as among the fastest in the known universe.

Dalek spacecraft, like the Daleks themselves, are instantly recognisable and brutally efficient. Their distinctive saucer-shaped appearance is a sign of the Dalek tendency to perfect a design and then stick to it. Most Dalek ships conform to the classic saucer design, differing only in size and carrying capacity.

NOTE: Some of the designations and class-names below were assigned by humanoid forces. What the Daleks call these ships – if they refer to them by anything other than their function – is unknown.

Dalek Parliament

Currently the largest vessel in the Dalek fleets, the Parliament ship is an immense mobile control hub in the PathWeb (the Dalek command network).

Humans tend to confuse the world Parliament with some form of democratic process, but in the Dalek's case it is a massively parallel processing super-computer, formed from the minds of thousands of Daleks acting as one. The Daleks of the Parliament dedicate their minds to the service of the Empire as a whole, each one becoming a single data-processing node in a larger web. Acting together, the Parliament controls the Empire in the absence of the Emperor.

As befits the home base of such a critical target, the Dalek Parliament ship is heavily armoured and protected by a flotilla of escort vessels and hoverbout patrols, which it can maintain and resupply in vast hangar decks.

Dalek Parliament

Speed in Space: 2
Communications: 8
Handling: 6
Sensors: 9
Structure: 20
Armour: 20
Traits: Spaceship Scale, Self-Destruct System, Targeting System, Story Points (2), Low Signature, Extra Fingers (Dalek), Interstellar.
Armament: 2x Heavy Laser Cannon, 1x Targeted Missile, Orbital Defence System.
Crew: 12

Emperor Class Command Ship

Emperor-class saucers are fleet command vessels, mobile command and control points for the larger Dalek fleets. Each one is the headquarters of either one of the Supreme Council, or the Emperor itself, and contains the necessary technology to elevate one of the Supreme Council to the position of Emperor should the unthinkable happen.

In appearance, these ships are only distinguishable from others in the fleet in terms of scale. Aside from that, they conform to the standard saucer-shape, although the hull is specially reinforced in keeping with its critical status.

The class was originally put into service during the Second Dalek War in the 26th century and variants have remained in use by the Daleks ever since. Considered the ultimate expression of Dalek engineering and design, they are propelled by ten immense gravity impeller engines (housed in the pods on the underside) so powerful that they create a wake of time distortion. Each vessel has a standard crew complement of twelve, plus a command-rank Dalek – usually a member of the Supreme Council – and two Elite Guards. Emperor-class ships usually travel with a flotilla of smaller warships – destroyers and assault craft – as outriders, and carry several shuttles and boarding craft.

The first vessel of this type was the Exterminator, the flagship of the notorious Dalek Inquisitor General, also known as Dalek X. The ship and its support vessels were destroyed by the tenth incarnation of the Doctor in the skies above Hurala during the Arkheon Incident in the 26th Century[264].

[264] *Prisoner of the Daleks*, Novel, BBC Books

Emperor Class Command Saucer

Speed in Space: 5
Communications: 9
Handling: 9
Sensors: 9
Structure: 22
Armour: 24
Traits: Spaceship Scale, Self-Destruct System, Targeting System, Story Points (2), Low Signature, Extra Fingers (Dalek), Interstellar.
Armament: 2x Heavy Laser Cannon, 1x Targeted Missile, Orbital Defence System.
Crew: 15

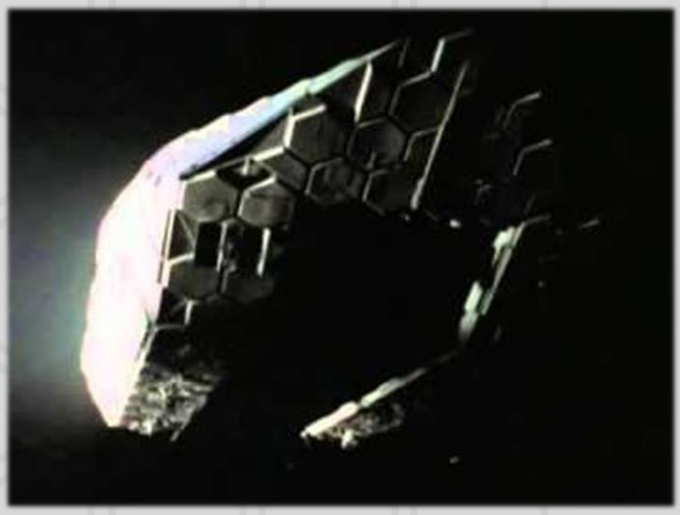
Imperial Fleet Command Ship

Developed and used by Davros's Imperial Dalek Faction, the Annihilator Class imperial fleet command ship was a vessel with an estimated mass of 400,000 tonnes and a carrying capacity of as many as 400 Daleks. Annihilator class ship could carry an array of "planet killer" weapons capable of cracking an Earth-sized world like an egg, sophisticated sensor suites and transmat technology used for beaming attack forces to the surface of the planet from orbit. Annihilator class ships carried time-corridor technology allowing direct access to Dalek facilities from any time-period and were all capable of time travel.

Annihilator class ships had large automated shuttle bays, hull-mounted missile launchers and point defence systems, and a complement of damage control servo-robots. Despite their size, Annihilator class ships could be controlled by a single Dalek locked directly into the ship's systems. The ship drew power from an immense fusion reactor that provided the energy output of an M-class star[265].

The most well-known of these immense vessels was *Eret-mensaiki Ska* (Destiny of Stars), which was destroyed in Earth orbit in 1963 during the Hand of Omega incident.

Annihilator Class Fleet Command Ship



Speed in Space: 4
Communications: 9
Handling: 4
Sensors: 6
Structure: 8
Armour: 8
Traits: Extra Fingers (Dalek), High Signature, Neural Interface, Shielding, Escape Pods, Self-Destruct System, Interstellar, Spaceship Scale.
Armament: 2x Heavy Laser Cannon, Targeted Missile.
Crew: 8

[265] *Remembrance of the Daleks*, Novelisation, Target Books

Battlecruiser

The battlecruiser (sometimes fancifully referred to by humans as a "killcruiser"[266]) is the most well-known Dalek ship and formed the backbone of their fleet throughout Dalek history until shortly before the Last Great Time War, when they were finally supplanted by the Attack Cruiser.

Powered by a series of neutronic reactors, the battlecruiser was fast, powerful and well-armed. Able to function as part of a fleet or independently, the battlecruiser had a crew complement of twenty Daleks, could carry an additional three hundred ground troops, and could conquer a planet without support. Battlecruisers could carry up to twelve transolar discs to act as patrols or armed escorts, and had two laser cannons as standard, though it had additional weapons hardpoints and could carry everything from void charges to plague missiles, as the mission required.

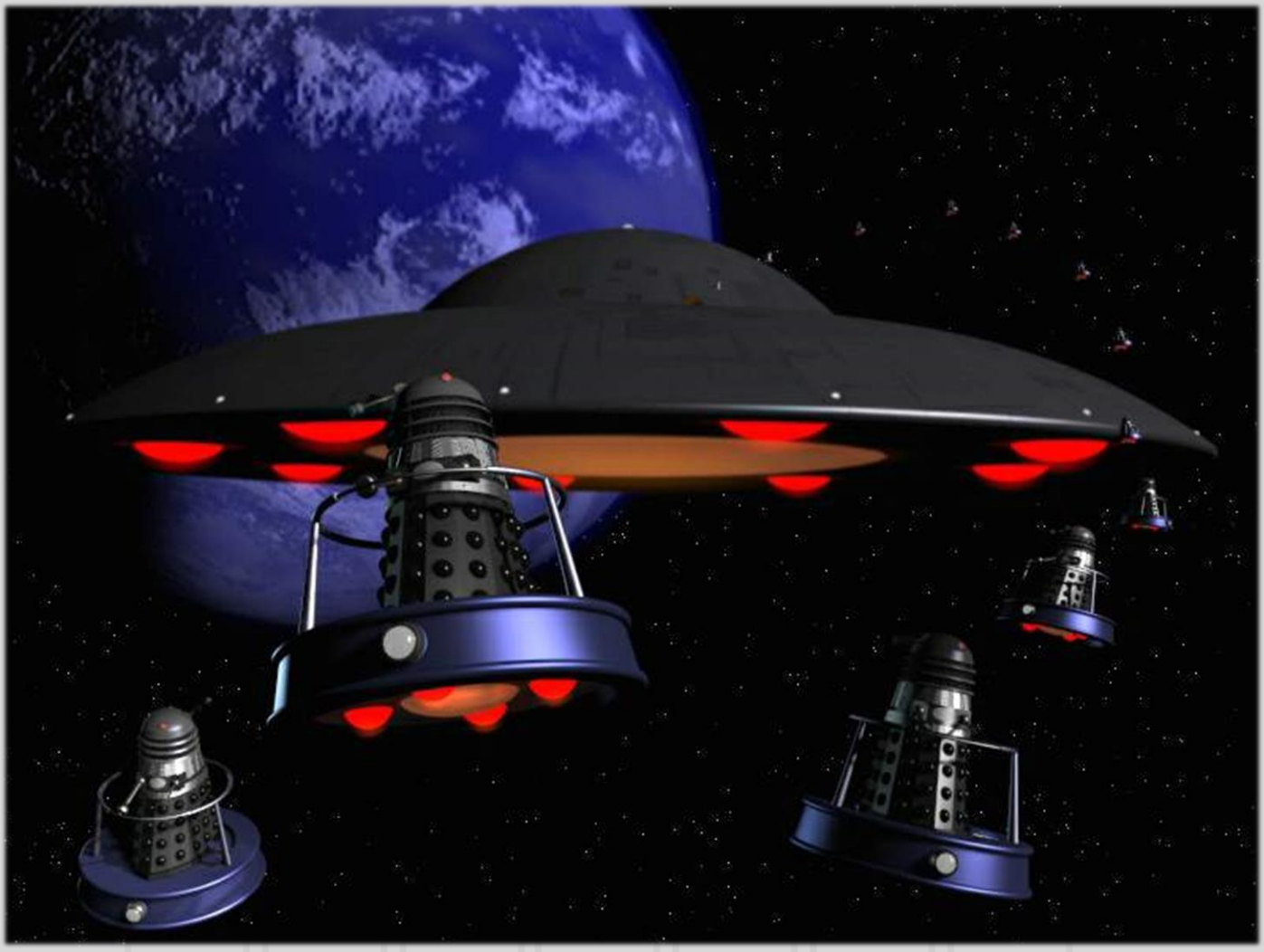
Once a planetary population had been pacified, the craft was used for planetary command and control operations. Equipped with a robotization chamber and facilities for Robomen, it often saw use as a mobile control centre for a planetary garrison force and occasionally as a troop transport and air support for ground assault forces[267].

Later iterations of battlecruiser had a time drive, though it consumed large amounts of energy and would leave the ship operating on reduced power after a jump. Some were also fitted with time corridor terminal stations, allowing direct transfer of personnel and materials from Skaro to any battlefront.

Battlecruiser

Speed in Space: 3
Communications: 5
Handling: 5
Sensors: 4
Structure: 6
Armour: 5
Traits: Spaceship Scale, Hover (30m), Self-Destruct System, Extra Fingers (Dalek), Interstellar.
Armament: 2x Light Laser Cannon.
Crew: 20

[266] *War of the Daleks*, Novel, BBC Books
[267] *The Dalek Invasion of Earth (Remastered),* TV, BBC



Mercenary Battlecruiser

During the Movellan War, the Daleks saw such severe losses to their fleets that they were forced to use spacecraft acquired from the very races they sought to conquer. The Mercenary Battlecruiser is one such example. The ship differed distinctly from the principles of Dalek design, and was not capable of time travel. Though clearly built for a humanoid species, the ship was retrofitted to meet Dalek requirements, and included a duplication chamber and a time corridor terminal[268].

Mercenary Battlecruiser

Speed in Space: 3
Communications: 7
Handling: 5
Sensors: 6
Structure: 9
Armour: 8
Traits: Spaceship Scale, Extra Fingers (Dalek), Targeting System, Low Signature, Energy Drain, Escape Pods, Crew, Interstellar.
Armament: 2x Medium Laser Cannon, 1x Heavy Laser Cannon.
Crew: 8

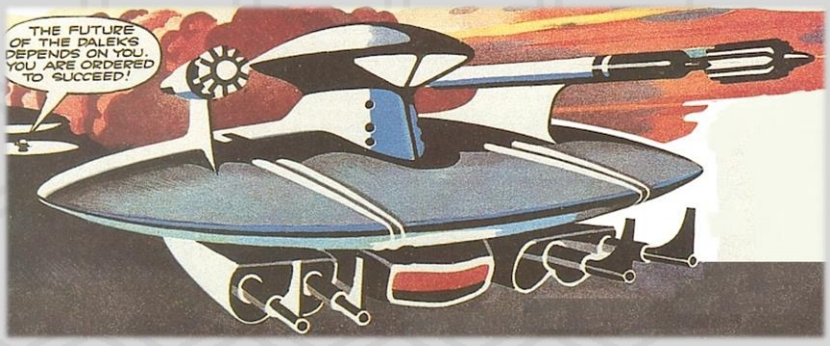
[268] *Resurrection of the Daleks*, TV, BBC

Gunship

The Dalek gunship is a mid-size spacecraft built for rapid assault and withdrawal, armed with two large distronic cannons and two sets of rapid-fire laser cannons.

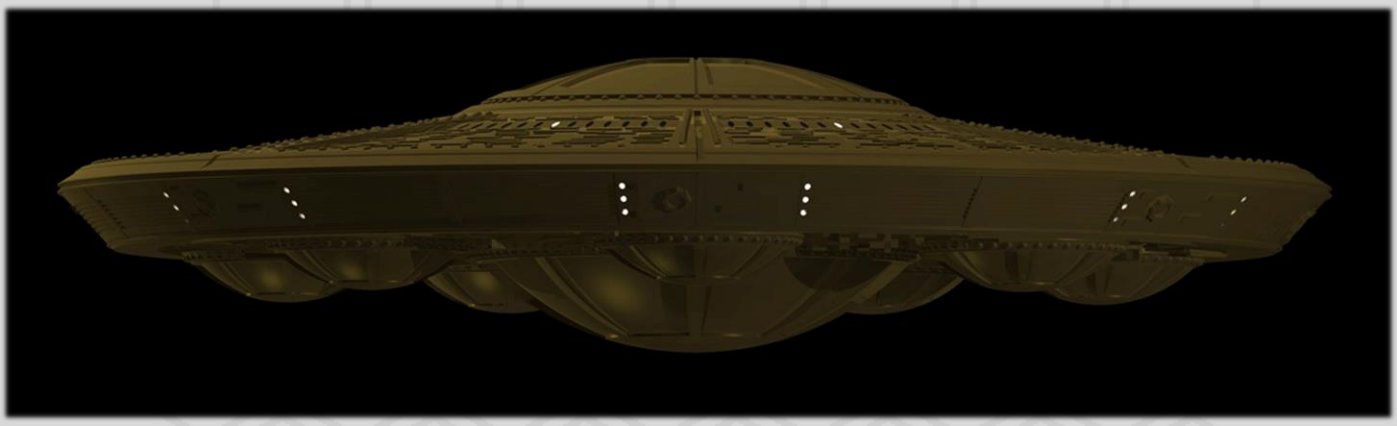
Dalek gunships have a distinctive silhouette compared to other Dalek ships, with the main bridge and the distronic cannons set above the body of the saucer and the laser cannons slung beneath. Gunships are often used as passenger shuttles in combat zones, and as planetary patrol craft when a world has been pacified.

Gunship



Speed in Space: 3
Communications: 7
Handling: 5
Sensors: 6
Structure: 9
Armour: 8
Traits: Spaceship Scale, Extra Fingers (Dalek), Targeting System, Low Signature, Energy Drain, Escape Pods, Crew, Interstellar.
Armament: 2x Asteroid Blaster, 2x Light Laser Cannon
Crew: 8

Assault Cruiser



Assault Cruisers came into use in the build-up to the last Great Time War, replacing the original Battle Cruisers. Fast, agile and deadly, these ships formed the spearhead of the Dalek war against the Time Lords.

Assault Cruiser

Speed in Space: 5
Communications: 9
Handling: 9
Sensors: 7
Structure: 20
Armour: 20
Traits: Spaceship Scale, Self-Destruct System, Targeting System, Story Points (2), Low Signature, Extra Fingers (Dalek), Interstellar.
Armament: 2x Heavy Laser Cannon, 1x Targeted Missile.
Crew: 10

Attack Ship

Aggressor class ships are mid-level heavy fighter craft, brought into service by the Dalek Empire during the 4th Millennium. Vessels of this class are small and manoeuvrable, and are often used to swarm larger targets. Their small size makes them ideal for patrol and scouting missions.

Attack ships have a crew of three Daleks, with an optional fourth as mission specialist.

NOTE: During the Last Great Time War, all attack ships were capable of time travel (add the Vortex Trait).

Attack Ship

Speed in Space: 6
Communications: 7
Handling: 6
Sensors: 6
Structure: 8
Armour: 8
Traits: Spaceship Scale, Hover (40m), Self-Destruct System, Extra Fingers (Dalek).
Armament: 2x Medium Laser Cannon.
Crew: 3

Imperial Dalek Shuttle

Imperial Dalek shuttles are utilitarian ground to orbit vehicles employed as planetary landing craft and cargo movers. Though used throughout Dalek history they gained favour with Davros's Imperial Dalek Faction as a battlefield deployment platform due to their modular design and ease of maintenance. Dalek shuttles have a crew of four but can transport an additional squad of twelve ground troops in the cargo bay.

Most shuttles are lightly armed and have robust ground defences but have a vulnerability in the form of an access hatch on the roof protected by a complex digital locking mechanism. More heavily armed and armoured shuttles do exist but have reduced manoeuvrability and cargo capacity.

Dalek shuttles are commanded by a pilot locked into the control systems via the manipulator arm and have no manual controls.

Imperial Dalek Shuttle

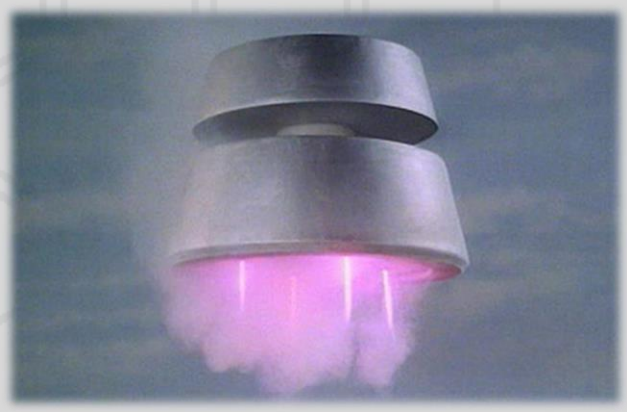
Speed in Space: 6
Communications: 7
Handling: 4
Sensors: 5
Structure: 7
Armour: 7
Traits: Extra Fingers (Dalek), High Signature, Hover (15m), Neural Interface, Shielding.
Armament: 2x Medium Laser Cannon.
Crew: 8

Pursuit Ship

Referred to by humans as a “chaser”, the Pursuit Ship was a fast spacecraft, designed for high-speed transport rather than combat. Pursuit ships were used for target retrieval, bypassing enemy lines and for the rapid transport of high-ranking Daleks between secure installations.

Pursuit Ship

Speed in Space: 10
Communications: 7
Handling: 6
Sensors: 6
Structure: 8
Armour: 8
Traits: Spaceship Scale, Escape Pods, Interstellar, Low Signature, Hover (40m), Self-Destruct System, Shielding, Power Up (4), Extra Fingers (Dalek).
Armament: 2x Medium Laser Cannon.
Crew: 10



Transolar Disc

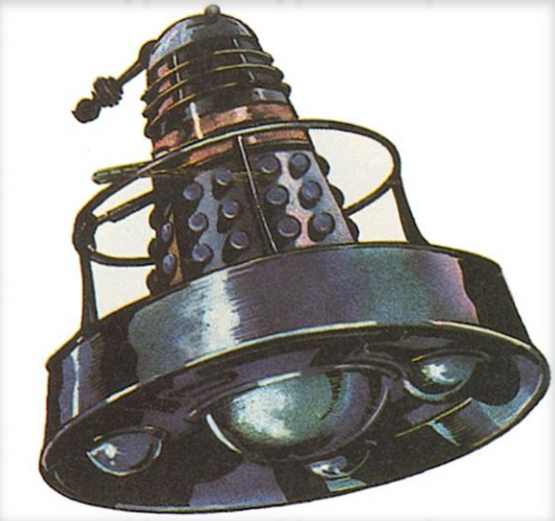
Transolar discs – also called *hovabouts* or *hoverbouts* – are small circular anti-gravity platforms, usually fitted with a railing around the edge. They are used by Daleks for aerial operations within a planetary atmosphere, in close planetary orbit and within close to medium range of Dalek spacecraft. With additional booster systems they are capable of interstellar flight at transluminal speeds.

Though Daleks have long had the ability to hover – and in later eras, fly – a transolar disc effectively turns the Dalek casing into a personal spacecraft with greater speed and manoeuvrability. The Dalek pilot can draw on the power source of the disc to increase the power of its weapon, making it a match for human attack craft.

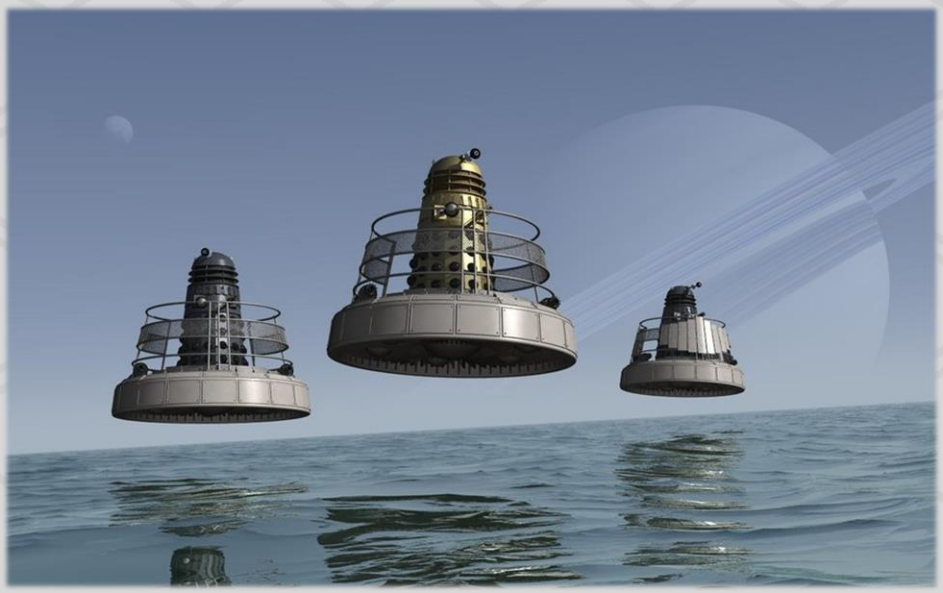
Daleks have been known to use squadrons of transolar discs as fighter escorts for larger ships, orbital interdictions forces and as air support for first wave invasion troops.

NOTE: Some advanced transolar discs have been modified to include for FTL travel (adding the Interstellar Trait). Despite their small size, these transolar disks are tremendously powerful. The power cells of just two, accelerated to near-light speed, aimed into a planetary atmosphere and then detonated were enough to create an extinction-level event[269].

Transolar Disc



Speed in Space: 10
Communications: 1
Handling: 12
Sensors: 3
Structure: 2
Armour: 4
Traits: Agile, Concealed, Extra Fingers (Dalek), Fragile, Low Signature, Hover (20m), Neural Interface, Personal, Thrill Ride.
Armament: None. The Dalek pilot can use its own weapon and gains the Overcharge Trait by drawing from the hoverbout powerplant.
Crew: 1



[269] *Dalek Empire 4: The Fearless*, Audio, Big Finish Productions

Assault Hoverbout

Derived from the original transolar disc design, assault hoverbouts are larger and more powerful, with an extended chassis, an additional powerplant, weapons hard-points and raised armour panels providing additional protection for the pilot. Mission-specific weapons loadouts can be mounted on the extended frame, with the standard loadout consisting of dual underslung laser cannons.

Assault Hoverbout

Speed in Space: 10
Communications: 3
Handling: 12
Sensors: 3
Structure: 4
Armour: 5
Traits: Agile, Concealed, Extra Fingers (Dalek), Fragile, Low Signature, Hover (20m), Neural Interface, Personal, Thrill Ride.
Armament: 2x Light Laser Cannon, 2x Rocket Pod (optional, reduces handling by 2). Pilot may also use its own weapon and gains the Overcharge Trait by drawing from the hoverbout powerplant.
Crew: 1

Aerospace Fighter

Determined to strengthen their defences, the Daleks scour their planet Skaro to learn its secrets...
UNTAPPED RESOURCES OF MOLTEN METAL... 19 BY 57 DEGREES SOUTH BY SOUTH-WEST.

The Dalek aerospace fighter craft was a multi-role combat craft designed for near-orbit and atmospheric operations. This single-occupant craft offered greater speed, stability and protection in a planetary atmosphere than the standard hoverbout, while the twin laser cannons and advanced targeting systems gave it greater offensive capabilities.

Aerospace Fighter

Speed in Space: 10
Communications: 4
Handling: 12
Sensors: 4
Structure: 4
Armour: 6
Traits: Agile, Extra Fingers (Dalek), Fragile, Low Signature, Neural Interface, Scan (RADAR), Targeting System, Thrill Ride, Turbo Boosters.
Armament: 2x Medium Laser Cannon
Crew: 1

Battle Pod

Battle pods are small trans-atmospheric attack craft, developed for planetary assaults[270].

Battle Pod

Speed in Space: 8
Communications: 1
Handling: 12
Sensors: 7
Structure: 3
Armour: 5
Traits: Extra Fingers (Dalek), Low Signature, Neural Interface, Shielding, Targeting System, Thrill Ride, Hover (20m), Fragile, Concealed, Agile, Crew, Personal.
Armament: 3x Medium Laser Cannon, 2x Heavy Laser Cannon
Crew: 3

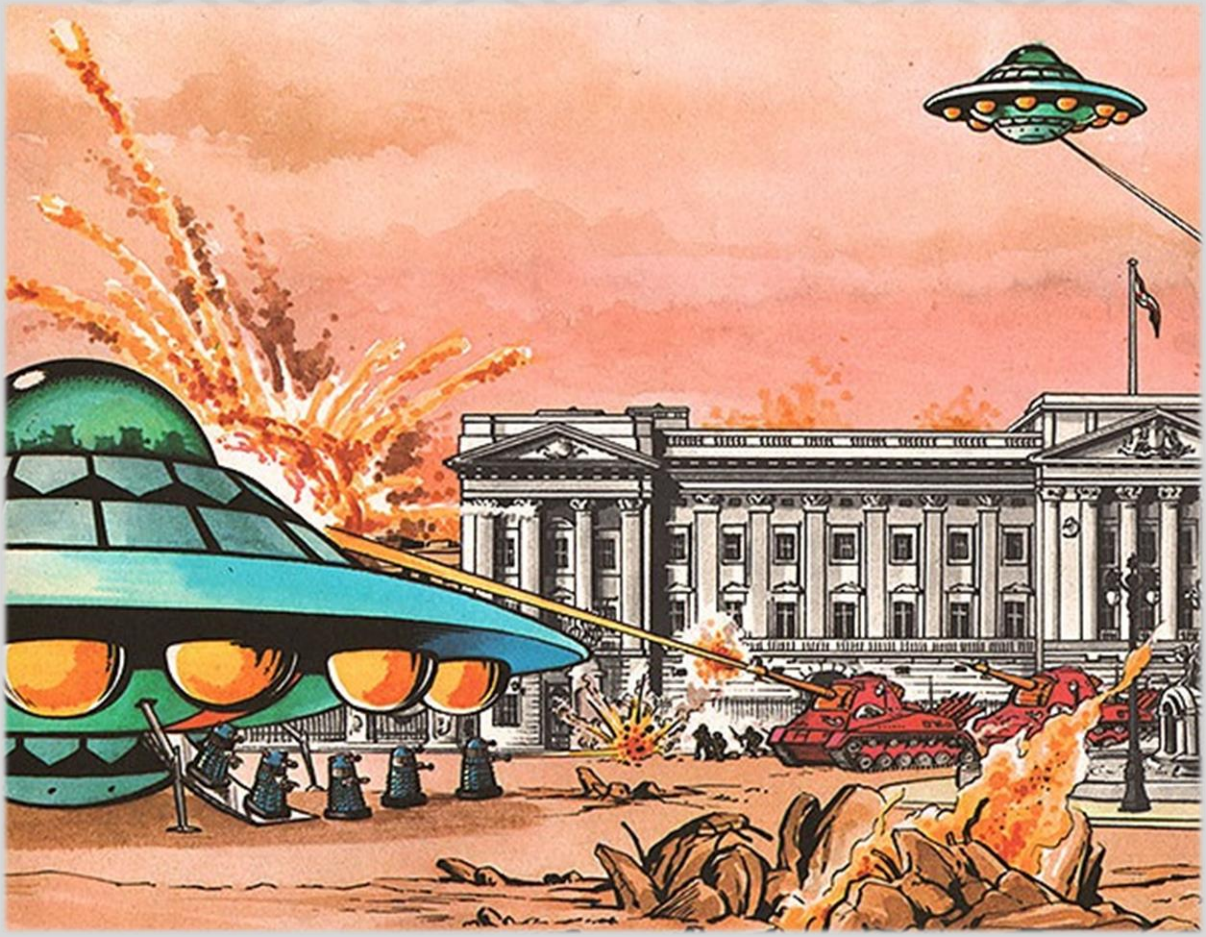
[270] *The Day of the Doctor*, TV, BBC

Patrol Pod

The patrol pod is a smaller, single-occupant version of the Dalek battlepod[271].

Patrol Pod

Speed in Space: 8
Communications: 1
Handling: 12
Sensors: 7
Structure: 3
Armour: 5
Traits: Extra Fingers (Dalek), Low Signature, Neural Interface, Shielding, Targeting System, Thrill Ride, Hover (20m), Fragile, Concealed, Agile, Crew, Personal.
Armament: 1x Heavy Laser Cannon. The Dalek pilot can use its own weapon and gains the Overcharge Trait by drawing from the patrol pod powerplant.
Crew: 1



[271] Toy, Character Options

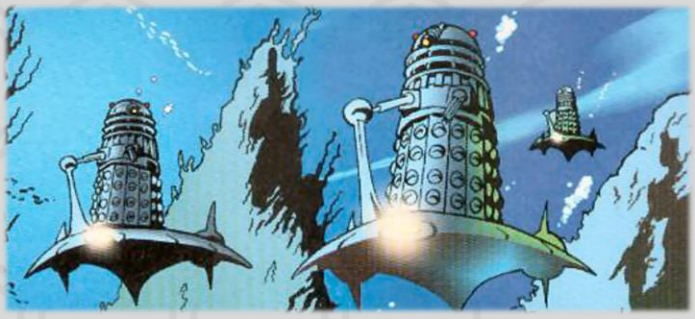
Chapter 7: Other Vehicles

SubAqua Disc

Sometimes referred to by human troops as an "aquabout", the SubAqua Disc is an underwater transport platform used by Daleks on deep-sea operations. Though a Dalek's gravitic impellor system allows it to move in the water with as much facility as it does in the air, SubAqua Discs provide greater manoeuvrability and performance over long distances, as well as boosted defensive shields to protect against pressure and weapons fire.

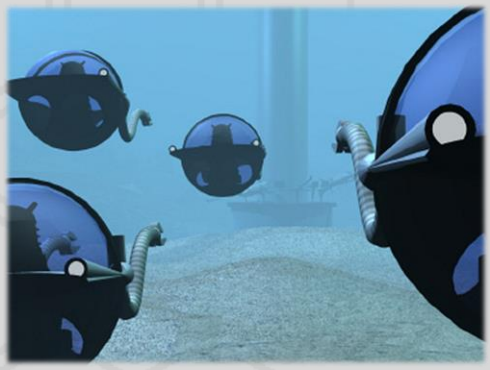
Despite its name, the SubAqua Disc is not actually disc-shaped, consisting of an arrow-shaped platform, controlled through a manipulator interface mounted on a slim control pylon at the arrow's tip. Unlike the transolar disc, SubAqua Discs have no manual controls, suggesting that Dalek slaves and Robomen were never intended to be able to use them.

SubAqua Disc



Speed: 8
Hit Capacity: 15
Armour: 15
Traits: Concealed, Extra Fingers (Dalek), Low Signature, Neural Interface, Personal, Travel (Restriction: Underwater only).
Armament: None. The Dalek pilot uses its own weapon and gains the Overcharge Trait by drawing from the aquabout powerplant.

Hydropod



The Dalek Hydropod is a small spherical single-occupant submarine equipped with two manipulator tentacles, used by the Daleks for underwater construction and maintenance operations. Hydropods carry no weapons, being designed for construction and engineering work.

The Daleks use Hydropods for the maintenance of the submerged defence systems concealed within the Lake of Mutations.

Hydropod

Speed: 4
Hit Capacity: 20
Armour: 20
Traits: Concealed, Extra Fingers (Dalek), Neural Interface, Personal, Travel (Restriction: Underwater only).
Armament: Cutting Torch (Major) – Hydropods aren't armed, but can use their built-in cutting torch as a flamethrower on its wide setting, delivering 6(3/6/9) damage up to a maximum range of 3 metres. A Good or Fantastic result also has a chance of igniting the target: for Good, a roll of 1-2 on a 6-sided dice; for Fantastic, a roll of 1-4. Once ignited, the target takes the same damage each round until the flame has been extinguished.

Omega Unit

The Omega Unit is a rapid attack air-to-ground saturation bomber, used by the Daleks in planetary atmospheres for area pacification and the extermination of ground troops. The craft consists of a flattened, arrow-head shaped lifting body with short wings, with the pilot at the tip. The Dalek pilot is exposed, integrating its battle-shell into the aircraft rather than being within a cockpit. The main body of the craft contains the engines, the bomb bay and deployment mechanisms able to scatter small Dalekenium bombs evenly over a wide area.

Though highly effective, Omega Units are vulnerable to fire from beneath, which can enter through the open bomb bay doors and trigger a chain reaction in the munitions chamber. However, their speed and relatively small size makes this extremely unlikely.

Omega Unit

Speed: 25
Hit Capacity: 30
Armour: 20
Traits: Extra Fingers (Dalek), Neural Interface, Scan (RADAR), Targeting System, Weakness (Major): A single shot through the open bomb bay doors can trigger the munitions payload and destroy the craft. There is a -4 penalty for trying to hit the bomb bay, in addition to the penalty for hitting a moving vehicle.
Armament: 2x Light Laser Cannon, 2x Missiles (24/36/54), 20x Bombs (32/48/72)
Crew: 1

Dalek Submarine

The so-called "DaleSubs" (so named by a human engineer with an odd sense of humour) are massive submarines used by the Daleks for operations in the oceans of other planets[272].

NOTE: Dalek submarines are so large they are effectively mobile bases, and are built with a combination of Base and Spaceship Traits.

Dalek Submarine

Speed in Water: 4
Communications: 5
Handling: 4
Sensors: 9
Structure: 20
Armour: 20
Traits: Spaceship Scale, Extra Fingers (Dalek), Escape Pods, Scan (SONAR), Travel (Restriction: Underwater only), Defence Systems (Torpedoes), Holding Cells, Laboratory, Internal Sensors, Mobile Base, Secure Base, Vehicle Pool (Hydropods, SubAqua Discs), Main Reactor
Armament: 2x Rocket Pod (Torpedoes), 4x Targeted Missile, 20x Depth Charges (32/48/72)

[272] *The Dalek Outer Space Book: The Super Sub*, Comic Strip, Panther Books

Crew: 20

Excavator Ship

Sometimes called “Cleavers”, the Dalek Excavator Ship is a tunnelling craft capable of being launched like a missile at a planetary target from space. Designed to be piloted remotely or by an onboard crew, excavators can bore all the way through a planet in a matter of hours, and are used by the Daleks to access planetary cores for mining purposes. Steering is limited.

In war, these ships are remotely controlled to either detonate the core or eject it for replacement with a Dalek planetary drive system.

Excavator Ship

Armour: 10
Hit Capacity: 26
Speed: 20
Traits: Burrowing, Environmental (underground), Extra Fingers (Daleks), Forcefield (Major), Power Up 4, Remote (Major), Self-Destruct System, Travel.
Story Points: 5

Chapter 8: Dalek Technology

Anti-Gravitator (Major Gadget)

Used as ground defence weapons for Dalek installations, the Anti-Gravitator inverts the force of gravity acting upon the target. Anything caught in its field of effect is immediately flung off the planet and into space. Anti-Gravitators are large static installations and take time to align to new targets.

Traits: Push/Pull (Major), Spaceship Scale[273], Slow (Minor)

Story Points: 2

Anti-Solarium (Major Gadget)

This large-scale weapon inverts – by some means unknown to current human science – the effects of solar light on a planetary body. Rather than warming the planet, the solar radiation instead cools it, eventually reducing the target world to a frozen wasteland devoid of life.

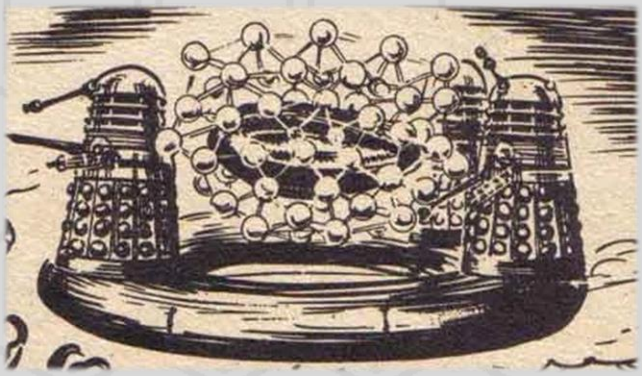
NOTE: The weapon requires an expenditure of 12 Story points to affect an entire planet, otherwise it affects an area 1 metre in diameter

Traits: Convert[274] (Major, Heat into Cold)

Story Points: 2

Atom Divider (Minor Gadget)

The atom divider is a Dalek weapon that cancels out the bonding forces between atoms, causing anything in the target area to disassociate into clouds of hot vapour. It is a large oblate spheroid consisting of small metallic spheres and tubes surrounding a central core, resembling a model of a complex molecule.



An atom divider was used by the Daleks in the decisive battle against the Mechonoids on Mechanus when their main city was destroyed[275].

Traits: Delete, Slow (Minor)

Story Points: 1

Brain Machine

The Dalek Brain Machine was an early artificial intelligence designed by the Daleks of the City Era to provide strategic analysis and advice to the Dalek Prime, the Dalek Supreme and later the Supreme Council. The main terminal for the system was located within the Dalek Prime's chambers, with access restricted to the highest echelons of the Dalek hierarchy. The Brain Machine was intelligent enough to analyse situations in context

[273] See page 92 of *The Silurian Age* sourcebook.
[274] See page 53 of *The Black Archive* sourcebook.
[275] *The Dalek World: The World That Waits*, Comic strip, Souvenir Press

and generate solutions to complex problems with great speed, but displayed no personality or self-awareness. The system was eventually directly integrated into the Dalek command network when the Dalek Prime was housed in the first of its static casings[276].

Brain Machine

Awareness	**4**
Coordination	**-**
Ingenuity	**6**
Presence	**3**
Resolve	**9**
Strength	**-**

Traits:

Logical
Precognition – The Brain Machine can calculate probabilities and predict events.
Psychic – While not actually psychic, the Brain Machine can analyse behaviour patterns and deduce information to an uncanny degree of accuracy.
Robot – The Brain Machine is a large immobile computer.
Networked – The Brain Machine draws input from the Dalek command network and the sum of Dalek knowledge.

Skills: Knowledge 6, Science 6, Technology 6

Tech Level: 6

Story Points: 8

Crucible Station

The Crucible was a weapons development platform the size of a small moon, located in the Dalek stronghold at the heart of the Medusa Cascade during the short-lived New Dalek Empire. Powered by a core of Z-Neutrino energy, it formed a vital component of Davros's Reality Bomb superweapon, designed to purge the cosmos of all non-Dalek life.

The Crucible was designed to form the heart of a pocket universe within the Medusa Cascade which would contain the only physical matter left in existence after the detonation of the bomb. Equipment included hydroponic laboratories, reproduction facilities and docking stations for the Dalek fleet[277]. The Daleks may have more crucible stations hidden in other parts of the universe.

Traits: Mobile base, Secure Base, Database Access (Dalek PathWeb), Defence Systems (Spacecraft), Fortified, Internal Sensors, Holding Cells, Laboratory, Landing Pad (Saucer Dock), Vehicle Pool (Saucers, Hoverbouts and Time Ships), Troops (Lots and lots of Daleks), Main Reactor (Big ball of Z-Neutrino Energy)

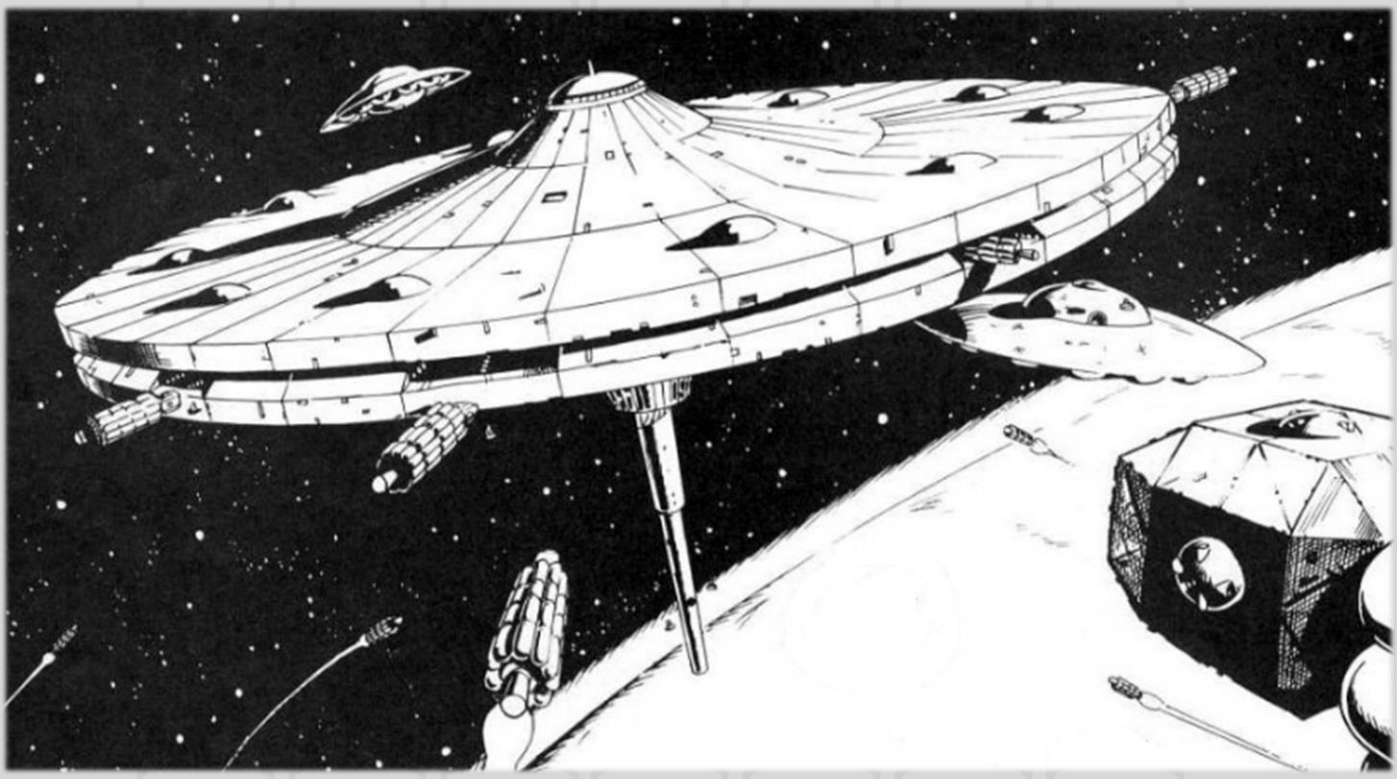
[276] Speculation.
[277] Speculation.

Death Wheel

Dalek Death Wheels were large mobile space stations, each built around a large central weapon. Death Wheels served as command posts for planetary invasion and control, with docking and refuelling facilities for a battle fleet.

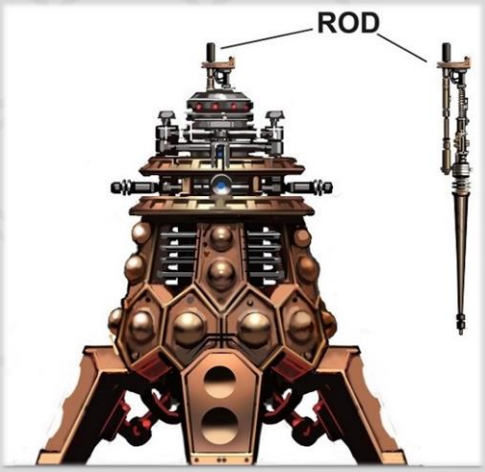
The seventh Doctor and Abslom Daak destroyed a Death Wheel in orbit around the planet Hell, after discovering that the Daleks were mining helkogen gas. The Wheel was built around a massive gas injector, capable of poisoning entire planets[278]. Other Death Wheels are built around similarly apocalyptic weaponry.

Traits: Mobile Base, Alien Gadget (Apocalyptic Weapon), Database Access (Dalek PathWeb), Defence Systems (Spacecraft), Internal sensors, Holding cells, Landing Pad (Docking Ring), Lockdown, Troops (Lots and lots of Daleks), Vehicle pool (Shuttles and hoverbouts), Main Reactor (Massive fusion torus).



Dimension Vault (Special Gadget, TL9+)

Dimension Vaults are Dalek devices intended to allow rapid, mass inter-dimensional transit. Powered by the background radiation of the universe, the dimension vault can tear a hole in the fabric of reality to access nearby dimensions. The Cult of Skaro first used a dimension vault to escape the Time War and hide themselves in the void between universes. Dimension vaults are crude devices, and offer little ability to select a destination. They can, however, store the coordinates of the origin point of any transit as a failsafe return location.



NOTE: Using a Dimension Vault requires an Ingenuity + Technology roll (Difficulty 15). When fired, it will create an expanding field that will draw anything in front of it into its 'home' dimension. Changing

[278] *Nemesis of the Daleks*, Comic strip, Doctor Who Magazine

the destination or tailoring the field (say, to drag Void-drenched Cyber technology back whence it came) requires a roll of 20 to achieve, or a fair few Story Points.

Traits: Teleport, Vortex, One Shot.

Story Points: 2

Dreamwave (Minor Gadget)

The Dreamwave is a Dalek subversion weapon that uses sub-etheric waves to trap a planetary population in a hallucinatory dream state. Those affected are trapped in a dreamworld that can either be happy and filled with all the things they most desire, or nightmarish and filled with all the things they most fear. In either state they are normally rendered unable to resist invasion. The Dreamwave is a large device, manoeuvred into firing position on two large caterpillar tracks.

Traits: Transmit, Entrap (Major), Restriction (Doesn't work on machines)

Story Points: 2

Exterminator (Major Gadget)

The Exterminator was a planet-killing energy weapon created by the Daleks. Firing of the prototype was prevented by the second incarnation of the Doctor, who used it to destroy the Dalek taskforce. He did not destroy the weapon, however, and it remains likely that the Daleks can make more[279].

NOTE: To destroy an Earth-sized planet, the Exterminator requires an expenditure of 13 Story Points.

Traits: Unstoppable Force[280]

Story Points: 2

Fabricator System (Minor Gadget)

Dalek fabricator systems are room-sized chambers filled with nano-assemblers, able to convert raw materials into anything the Daleks choose, including android duplicates. In concert with a Progenitor Device and given sufficient raw materials and power, a Fabricator system can even manufacture Daleks, mutant and all.

Traits: Scan, Convert (Raw materials into programmed item), Hungry (Major)

Story Points: 1

[279] *The Exterminator*, Comics strip, TV Comic

[280] See page 161 of *The Time Traveller's Companion* sourcebook.

Fertikiller (Minor Gadget)

Named "Fertikiller" by human forces, this is a Dalek biological weapon. Extremely light spores are injected into the atmosphere of a target planet at high altitude, ensuring that they spread across the surface of the world. The spores germinate into a voracious fungus that devours all plant life that can only be stopped by incinerating the affected area. Within a matter of weeks, the planet is devoid of plant life, and the eco-system is fatally disrupted.

Traits: Delete, Slow (Major), Restriction (Plant life only)

Story Points: 1

Geiga Torpedoes (Special Gadget)

Geiga torpedoes were a neutron weapon developed by the Daleks in the 30th Century, and first deployed on the planet Castar, where the radiation killed every living thing but left buildings and resources intact. Torpedoes charged with geiga radiation could be fired at a planetary body from space.

Geiga radiation was particularly insidious as it was easily absorbed by living tissue, and while lethal in high doses, low doses turned the contaminated individual into a vector for the dissemination of the radiation. The radiation would continue to build up in the contaminated tissues, eventually reaching critical mass and killing the carrier, but until then they would continue to unwittingly spread the radiation to every organism they came into contact with. The Anti-Dalek Force succeeded in producing a serum to prevent a carrier from spreading geiga radiation, but they remained contaminated and could still spread the radiation from body fluids and tissue shedding. The serum was costly and rare, requiring anyone involved with fighting the Daleks to remain isolated in quarantine for at least a year after last contact[281].

Trait: Unstoppable Force, Restriction: Living matter only, Special: Contaminant

Story Points: 4

Magnatrap (Major Gadget)

Magnatraps are Dalek interdiction weapons, designed to capture enemy air and space craft and force them to land. Magnatraps are a form of giant magnetic tractor beam and are usually found guarding large Dalek installations. They are massive static devices and cannot be moved.

Traits: Push/Pull (Major), Spaceship Scale[282], Restriction (Vehicles only)

Story Points: 2

Message Plate (Minor Gadget)

Dalek message plates are thin plates of durable metal used to encode audio data. They are designed to be read without the use of any decoding technology, simply by passing a manipulator (or a finger in the case of a human) slowly across the plate, producing a sonic effect similar to a gramophone record. The Daleks often use these devices to communicate with species without sophisticated communications technology[283].

Traits: Record (Minor), Transmit (Minor), Restriction (Transmits recorded information only)

Story Points: 1

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[281] *The Dalek Annual 1979: The Human Bombs*, Comic strip, World Distributors Ltd.

[282] See page 92 of *The Silurian Age* sourcebook.

[283] *Terry Nation's Dalek Special: The Secret Invasion*, Short story, Target Books

Mind Analyser (Special Gadget)

The mind analyser is device that allows the Daleks to interrogate a subject and review their mental responses on a large view screen.

NOTE: Interrogation by mind probe is treated as an extended mental conflict, in a similar way to possession[284]. Whenever a question is asked, the character must make a Resolve + Ingenuity roll opposed by Resolve + Convince of the Dalek operator. Each time they fail, they suffer mental damage as normal and give up the required piece of information. Once their Resolve is reduced to 0, their will to resist is exhausted and they will tell the Daleks anything they want to know.

Traits: Psychic, Record, Transmit, Slow (Minor), Unreliable

Story Points: 4

Neutron Fire (Major Gadget)

Neutron fire is an energy weapon that creates a creeping wave front of neutronic radiation, utterly consuming everything within the specified target area. Used from space it can sterilise entire planets. In 2430 AD the Daleks used it on the planets of the New Earth System to prepare them for use as Dalek breeding worlds[285].

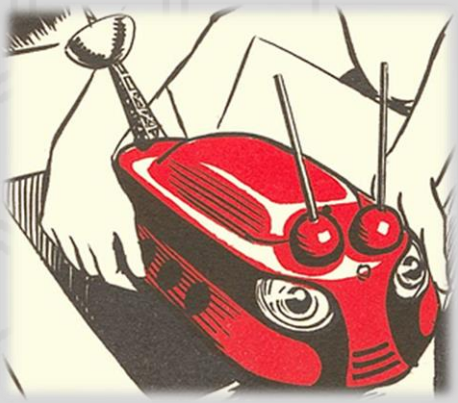
Traits: Area of Effect, Unstoppable Force, Hungry (Major)

Story Points: 3

Orbitus

"Orbitus" is a human name for a small multi-functional servicer robot used by the Daleks as part of the repair and maintenance systems for their ships and installations.

Roughly the size of a toaster, orbitus robots are highly adaptable, respond intelligently to voice commands and make logical deductions about events around it. They are equipped with a signal receivers, hologram display functions, sonic diffuser beams for simple cleaning tasks, an extensive database, forcefield projectors, tractor/pressor beams for object manipulation, cutting and welding tools, and an anti-gravity mobility system. Orbitus devices can usually be found docked within concealed niches in the walls of Dalek ships and bases, awaiting command from the main computer system.



Orbitus

Awareness	**3**
Coordination	**3**
Ingenuity	**2**
Presence	**2**
Resolve	**2**
Strength	**3**

[284] See *Being Possessed* in the Doctor Who Roleplaying Game Core Rulebook
[285] *The Dogs of Doom*, Comic strip, Doctor Who Weekly

Traits:

Disable (Major) – The Orbitus can shut off nearby technological devices.
Entrap (Minor) – An Orbitus can use its forcefield to capture a specified target.
Flight (Major) – The Orbitus uses the same antigravity motivator system used by the Daleks.
Networked – The Orbitus is remotely connected to the Dalek command net.
Obligation (Major) – Orbitus devices are programmed to obey the Daleks.
Open/Close – The Orbitus can open and seal technological devices, such as Dalek battle-shells.
Restriction (Dalek Technology) – Orbitus robots require docking to a Dalek power source to recharge.
Robot – It's a small, gleaming metal robot.
Scan – The Orbitus has a built-in diagnostic scanner.
Technically Adept – The Orbitus is programmed to maintain and repair Dalek technology.
Transmit – The Orbitus can transmit and receive data from the Dalek command network and other signal sources.
Weld – Most often used for emergency repairs to Dalek casings where the self-repair system isn't fast enough.

Skills: Science 4, Technology 8

Tech Level: 6

Story Points: 2-4

Progenitor Device (Major Gadget)

The Progenitor is a small cannister roughly the size of a cricket ball, with a hardened Dalekanium exterior. A combination Dalek genebank and database, progenitors use dimensionally transcendental technology to house the means of re-creating the Dalek race should they ever be totally exterminated. When activated and connected to a Dalek fabricator system (carried on most Dalek ships) with enough power and resources it can create an entire race of Daleks in functional battle-shells, beginning with the command caste.

During the Last Great Time War, the Daleks used progenitor devices as a means of rapidly occupying conquered territories as well as a method of rapidly distributing updates to Dalek battle-shells and other technology. Thousands of these devices were deployed throughout spacetime by the Daleks, and though they were all rumoured to have been destroyed, some may yet survive.

Traits: Record (Major), Transmit, Extra Fingers (Daleks)

Story points: 2

Regeneration Inhibitor (Major Gadget)

A regeneration inhibitor was a type of weapon which could inhibit the Time Lord ability to regenerate. The Daleks developed regeneration inhibitors during the Last Great Time War, incorporating them into their gunsticks[286].

Trait: Disable (Minor, Regeneration ability), Zap (Minor, 4/L/L)

Story Points: 2

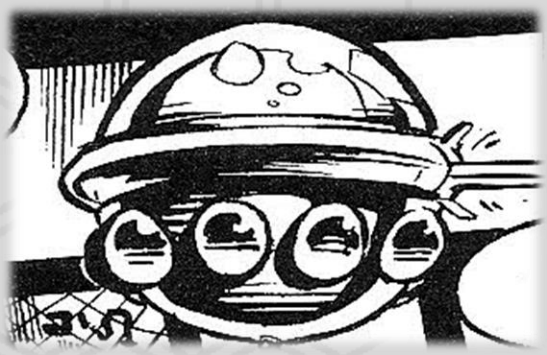
[286] *The Conscript*, Audio, Big Finish Productions

Technobot

Technobots are small hovering robot drones about the size of a football, used by the Daleks on Skaro and in other installations to perform repairs and maintenance tasks, and transfer data between systems on the computer net when the land lines are dealing with an emergency.

Not as versatile as orbitus servicer robots, Technobots are unarmed, and have a small extendable probe that allows them to directly interface with Dalek computers. They are also capable of projecting force fields and manipulating objects by using pressor/tractor beams.

Dalek Technobot



Awareness 2
Coordination 3
Ingenuity 2
Presence 2
Resolve 2
Strength 2

Traits:

Entrap (Minor) – A Technobot can use its forcefield to capture a specified target.
Flight (Major) – Technobots use the same antigravity motivator system used by the Daleks.
Networked – Technobots are remotely connected to the Dalek command net.
Obligation (Major) – Technobots are programmed to obey the Daleks.
Restriction (Dalek Technology) – Technobots require docking to a Dalek power source to recharge.
Robot – It's a small, spherical gleaming metal robot.
Transmit – Technobots can transmit and receive data from the Dalek command network and other signal sources.

Tech Level: 6

Story Point: 2-4

Chapter 9: Time Technology

Even before the Last Great Time War, the Daleks were applying their unique talent for war to time itself. This chapter deals with the time technology and many terrible temporal weapons developed by the Dalek Empire.

NOTE: Unless otherwise stated, all the following time technology is Tech Level 9+

Annihilator (Major Gadget)

The Annihilator was a temporal weapon designed by the Daleks to erase whole races from time during the Last Great Time War. However, it erased an entire species without affecting the timelines, meaning that the rest of the universe remembered them even though they never existed; additionally, it meant every member of the target species would feel itself being erased[287].

Traits: Time Eater[288] (Special), Slow (Major), Restriction: Targeted Species Only

Story Points: 2

Continuity Bomb (Major Gadget)

The continuity bomb is a Dalek temporal weapon designed to warp the timeline of anyone within its field of effect, switching it to one of the billions of possible timelines branching out from a key event in the victim's past[289]. Continuity bombs were programmed to turn their victims into Dalek slaves, but could theoretically be reprogrammed to produce other outcomes (the bomb can only select from *possible* outcomes however).

Traits: Insidious (Special)[290], Vortex, One-Shot, Treacherous

Story Points: 2

NOTE: Anyone affected by a continuity bomb has their timeline rewritten so that they are now a Dalek agent. Encourage players to roleplay this, with appropriate rewards for good portrayals of this warped version of their character. These changes are permanent unless the pivotal event is traced and changed back, and whole adventures could be dedicated to tracing and correcting a character's damaged timeline.

Dalek Time Ship (Special Gadget)

In the early 41st Century, the Daleks finally succeeded in developing time ships approaching in capability those of the Time Lords of Gallifrey. Early models were powered by the rare time-active mineral Taranium, which limited their deployment to missions considered of vital importance to the Dalek Empire. During the Last Great Time War, all Dalek spacecraft of sufficient power were fitted with time engines, though specialised time ships were still used.

Dalek time ships are dimensionally transcendental and resemble a large plain metallic cuboid with a single arched door in one face. They do not possess chameleon devices but can deploy hologram camouflage to avoid detection. All Dalek time ships possess a self-destruct circuit to deny the ship to the enemy if the crew are captured or destroyed. Unusually for the Daleks, the prototype time ships were unarmed due to the power demands of the temporal engines, though later models surpassed this limitation and carried

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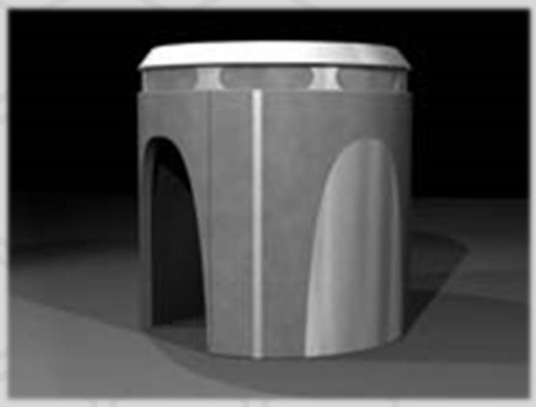
[287] *Legion of the Lost*, Audio, Big Finish Productions
[288] See page 161 of *The Time Traveller's Companion* sourcebook
[289] *The Four Doctors*, Comic strip, Titan Comics
[290] See page 158 of *The Time Traveller's Companion* sourcebook

armaments capable of targeting vessels in the Vortex[291].

They have a standard crew of six and can carry large numbers of ground troops and support equipment, including small vehicles like transolar discs.

Traits:



Bigger on the Inside (Special) – Though smaller inside than a TARDIS, each ship is equipped with laboratory space and fabrication workshops, which can be configured with mission-specific equipment. Previous examples have included Dalek procreation tanks, battle-shell assembly units and replication units.
Forcefield (Major)
Scan – Dalek time ships are equipped with instrumentation capable of tracking a TARDIS through the vortex and pursuing it.
Transmit
Vortex

Cost: 12 Story Points

NOTE: Later models of Dalek time ship can be remotely guided from a Dalek command vessel or installation, gaining the Remote[292] (Major) Trait, and have the equivalent of a Chameleon Circuit, gaining the Face in the Crowd Trait.

Dalek Time Capsule (Special Gadget)

A Dalek time capsule is a small single-occupant time craft. Time capsules have only a single occupant cockpit, with the rest of the interior space occupied by time engines and other equipment. The Daleks use time capsules for covert operations and commando strikes[293].

Traits: Forcefield (Major), Scan, Transmit, Vortex

Cost: 12 Story Points

Dark Matter Explosive (Minor Gadget)

Dark matter explosives are created by the Daleks and can destabilise a black hole[294].

Traits: Disable (Major, Black Hole), One-Shot

Story Points: 1

Entropy Engine (Special Gadget)

An entropy engine was a Dalek weapon used during the Last Great Time War. It created a bubble around planets, speeding up time inside, and making everything crumble to dust within minutes. The resulting energy was sucked back into the engine, and was recycled behind impenetrable flux shields. This energy was

[291] *The Apocalypse Element*, Audio, Big Finish Productions
[292] See page 56 of *The Black Archive* sourcebook
[293] *I am a Dalek*, Novella, BBC Books
[294] *Eye of Harmony*, Audio, Big Finish Productions

enough to power an entire time-armada[295].

Traits: Heart of a Black Star[296], Time Eater (Major), Immovable Object, Slow (Major)

Story Points: 4

Large Chronon Collider (Minor Gadget)

The Large Chronon Collider was a massive temporal particle accelerator, designed to force open a space-time rift and turn it into an unending source of temporal power.

The Daleks' Temporal Research Group attempted to use a Large Chrono Collider to open the Arkheon Threshold during the Second Dalek War, but their technology wasn't advanced enough to control the flow of temporal energy without a control element (like a TARDIS) to regulate it. Later iterations of the technology may have advanced to the point that this is no longer necessary[297].

Traits: Scan, Open/Close, Vortex, Restriction (Requires an active space-time rift, Requires a control element)

Story Points: 1

Quantum Causality Generator (Special Gadget)

A quantum causality generator is device that allows nearby quantum possibilities to manifest in normal space, in effect replicating the user many times over. Using it, a single Dalek ship can become a small fleet in seconds.

Traits: Summon Horde, Hungry (Major), Restriction (Must be deactivated before activating Time Engines or it will destroy the ship).

Story Points: 4

Reversal Wave (Special Gadget)

A reversal wave is a Dalek temporal weapon, capable of putting time into reverse across an entire star system if given enough power[298].

Traits: Area of Effect[299], Unstoppable Force, Vortex, Slow (Minor)

Story Points: 4

Reality Bomb

The reality bomb was a superweapon created by Davros for use by the Daleks of his New Dalek Empire, with the potential to annihilate all matter in the multiverse.

The weapon was formed by using 27 specific planets taken out of time and transported to the Medusa Cascade, along with the unique Z-Neutrino-based energy source of the Crucible station, and worked by cancelling out the electrical field holding atoms together, turning all physical matter to dust, and reducing the dust itself to energy. Radiated out into the universe through the spacetime rift at the heart of the Medusa Cascade, the bomb's wave-form could destroy all physical matter in all realities, save for the Daleks and the

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[295] *Weapons of Past Destruction*, Comic strip, Titan Comics
[296] See page 157 of *The Time Traveller's Companion* sourcebook
[297] *Prisoner of the Daleks*, Novel, BBC Books
[298] *One Life*, Audio, Big Finish Productions
[299] See page 124 of *The Black Archive* sourcebook

worlds held within the Medusa Cascade itself. The result would be a cosmos entirely devoid of non-Dalek life. The process cannot be stopped once it has started.

NOTE: The Reality Bomb is plot device, and so we present no stats for it. A smaller scale weapon tested on humans did 8/L/L damage[300].

Shadow Vortex (Minor Gadget)

The Shadow Vortex is Dalek technology that allows users to bypass a quantum shield. The technology requires a large power source and must be set up inside the quantum shield. Once activated, the device forms a time conduit that reaches outside the quantum shield, allowing anyone outside to breach the defences[301].

Traits: Open/Close, Transmit, Hungry (Major), Vortex, Restriction (Must be set up inside a Quantum Shield)

Story Points: 1

Temporal Prison (Major Gadget)

A temporal prison, sometimes known as a chronon loop, is a device used by the Daleks to immobilise TARDISes. Appearing as a circle of blue energy around the target, the temporal prison puts the TARDIS out of phase with its source of power, the Eye of Harmony[302].

Traits: Entrap (Major, TARDIS).

Story Points: 2

Time Corridor (Special Gadget, TL8+)

A time corridor, also called a time-space induction channel or time tunnel, is a form of traversable wormhole through the Time Vortex[303].Some Dalek time craft can extend a time corridor out of the Vortex for use as a means of escape[304].

Traits: Transmit, Vortex, Restriction (Gates, Resonance or Remotes Required, Loss of Corridor*)

*On a Disastrous Failure when using the Time Corridor, anything or anyone transported is lost in time.

Story Points: 3

Time Corridor Controller (Minor Gadget, TL8+)

Dalek time corridors normally require something at either end to stabilise them; this device allows the user to attract and open one end of a short-lived transit corridor being projected from another time zone.

The Time Corridor Controller is a small transparent globe about a foot across, filled with tendrils of crackling energy. The device takes time to build the power needed to open the time corridor and requires priming by a skilled operator[305].

Traits: Travel (Major), Vortex, Slow (Minor), Restriction (Needs a corridor projected from elsewhere/when)

Story Points: 2

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[300] For more information, see page 226 of *The Tenth Doctor Sourcebook*.
[301] *The Shadow Vortex*, Audio, Big Finish Productions
[302] *Journey's End*, TV, BBC
[303] See page 69 of *The Time Traveller's Companion* sourcebook for more information.
[304] *The Time of the Daleks*, Audio, Big Finish Productions
[305] *Remembrance of the Daleks*, TV, BBC

Time Destructor (Major Gadget, TL8+)

The Time Destructor is a temporal superweapon developed by the Daleks in the 40th century. No bigger than a football, the time destructor accelerates the flow of time within its area of effect, aging its victims to death within a few seconds.

The time destructor is powered by the rare time-active mineral Taranium, limiting the use of such weaponry[306]. Later refinements bypassed this limitation, and both Daleks and Time Lords deployed time destructors during several battles in the Last Great Time War[307].

Traits: Area of Effect, One-Shot, Time Eater (Major), Slow (Minor)

Story Points: 2

Time Transference Module (Special Gadget, TL8+)

A time transference module is a personal time machine, which takes the form of a case packed with electronics. It is used to open and traverse a short-lived time corridor, transferring the user and the module to the other end. It requires an open space that is unchanged at either end of the time corridor in the two time periods it travels between[308].

Traits: Vortex, Teleport, Restriction (Can only travel between unchanged areas)

Story Points: 4

Time Vector Generator (Minor Gadget, TL8+)

A Time Vector Generator is a device used to capture objects travelling through the Vortex and drag them into real space. The Daleks use Time Vector Generators to detect, capture, and immobilise TARDISes in flight.

Traits: Hungry, Scan, Vortex, Push/Pull (Major), Restriction (Must be targeted on a specific space-time location)

Story Points: 1

Time Vortex Magnetron (Major Gadget)

The Time Vortex Magnetron is a powerful piece of Dalek temporal technology analogous to the Gallifreyan Time Scoop, able to transport entire planets in both space and time.

In 2009 AD, the Daleks used a time vortex magnetron based on their Crucible Station to move 27 planetary bodies to the Medusa Cascade in their attempt to create the Reality Bomb.

Traits: Area of Effect, Scan, Transmit, Vortex, Hungry (Major), Extra Fingers

Story Points: 2

Void Ship (Major Gadget)

The Void Ship was a Dalek craft designed to traverse the Void between all parallel universes and all different dimensions. The ship was a dimensionally transcendental featureless metallic sphere, and required access to

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306 *The Daleks' Master Plan*, TV, BBC

307 *The Scientific Secrets of Doctor Who: Natural Regression*, Short Story, BBC Books

308 *Day of the Daleks*, TV, BBC

a space-time rift to enter the Void.

The Cult of Skaro used a Void Ship to escape the destruction of the Time War, taking with them a dimensionally transcendental Time Lord prison filled with millions of Daleks[309]. When partially manifested in normal space, the craft could be seen, but was otherwise undetectable and couldn't even be touched. Once it fully entered reality, it registered mass, heat, and radiation.

Traits: Bigger on the Inside (Major), Travel (Restriction: Between dimensions only)

Story Points: 2

[309] *Army of Ghosts/Doomsday*, TV, BBC

Chapter 10: Enemies of the Daleks

Though in truth all intelligent life is the enemy of the Daleks, several species and individuals (aside from the Doctor) have been notable in their opposition and effectiveness against Skaro's children.

Thals

One of the most effective enemies of the Daleks is also their first; the Thals. One of the near-human species inhabiting Skaro before the rise of the Daleks, Thals resemble physically attractive Western European humans; tall, pale-skinned, strong, with blond hair and blue eyes. Dark-skinned or dark-haired Thals are uncommon but do exist.

Internally, Thals can easily be distinguished from both Humans and Kaleds. They have thinner lungs than the Kaleds and have a far greater resistance to toxins and radiation, developed in response to the pollution created by their Thousand Year War with the Kaleds. Originally it was thought that the Thals evolved on Skaro, but evidence has emerged to suggest that they – along with the Kaleds, Dals, Tharons and other near-human species – may have been derived from primitive human and alien stock transplanted to Skaro by the Halldons as part of an experiment in accelerated evolution[310]. The susceptibility to mutation of all the humanoid species on Skaro may be further evidence of this, indicating tampering at the genetic level.

Originally a militaristic species similar in outlook to the Kaleds, after the Thousand Year War the Thals mutated to develop greater resistance to biological, radiological and chemical fallout. They also renounced violence and became a loose society of pacifist farmers, inhabiting one of the less irradiated plateaus beyond the Drammankin Mountains. Curiously it is during this time of reconstruction that the Thals understanding of their own history seems to have become confused, conflating their war with the Kaleds with an earlier war against the Dals.

Sometime after the Daleks re-emerged from their city on Skaro, the Thals developed spaceflight and began sabotaging Dalek operations on other worlds. Eventually the majority of the Thals fled the planet in vast evacuation ships. At this point in their history they were an advanced space-faring species, with ships capable of FTL travel[311]. Some Thals remained on the planet, sabotaging Dalek operations on Skaro[312], while others formed commando units to disrupt Dalek plans elsewhere in the galaxy[313]. The Thals kept themselves secret from the rest of the universe, possibly in fear of the Daleks, and possibly due to the threat of reprisals from those species who might blame the Thals for the continued existence of the Daleks[314].

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310 *We are the Daleks*, Short story, Radio Times Doctor Who 10th Anniversary Special
311 *The Mutant Phase*, Audio, Big Finish Productions
312 *We are the Daleks*, Audio, Big Finish Productions
313 *Planet of the Daleks*, TV, BBC
314 *War of the Daleks*, Novel, BBC Books

Centuries after meeting the first Doctor on Skaro, the Thals still revered him and his companions, though most considered him and his companions to be a myth. Turning full circle, they again adopted a militaristic way of life, initially only against the Daleks. By the Fourth Millennium, the Thals had become increasingly aggressive and accepting of collateral casualties and were in danger of losing sight of the true objective in their war against the Daleks. Fourth Millennium Thal troopers wore suits of powered battle armour which could resist fire from a single Dalek, but would fail if more than one concentrated their fire. At one stage Thal high command attempted to recruit Davros to allow him to "upgrade" the species with cybernetic armour and weapons, in effect making them the battlefield equivalent of the Daleks, though this was forestalled by the actions of the eighth Doctor[315].

Thal Soldier

Awareness 3
Coordination 4
Ingenuity 3
Presence 3
Resolve 4
Strength 4

Traits:

Adversary – The Daleks
Attractive – Humans tend to find the Thals physically beautiful.
Brave
Code of Conduct (Minor) – Though forced into a war with the Daleks, the Thals are still good people and try to avoid conflict with anyone but the Daleks as much as possible. In their later history this instinctive cultural pacifism is severely eroded.
Five Rounds Rapid
Military Rank
Obligation (Major) – To fight the Daleks and protect the Thal peoples and culture.
Tough

Skills: Athletics 3, Convince 1, Fighting 3, Knowledge 2, Marksman 3, Medicine 2, Science 1, Subterfuge 2, Survival 3, Technology 2, Transport 2

Equipment:
- Explosive charges: L(4/L/L) – Explosive, One-Shot
- Thal blaster: 5(2/5/7) damage, OR
- Thal blaster rifle: L(4/L/L) damage
- Thal Powered Armour (Special Gadget, see below)

Tech Level: 6

Story Points: 4-8

Thal Powered Armour (Special Gadget)

Developed over centuries of fighting the Daleks, Thal powered armour doesn't make the wearer the equal of a Dalek, but it gives them a fighting chance. Able to withstand the firepower of a single Dalek, the armour will still buckle under the concentrated fire of a group of Daleks. Integrated life-support, jump jets, comms

[315] *War of the Daleks*, Novel, BBC Books

and tracking systems allow the user to fight Daleks in almost any environment and under any conditions. In their attempts to keep their existence hidden from the wider universe, the Thals don't share this technology, though humanity develops something similar during the Dalek invasion of the Galaxy in the 42nd Century[316].

Thal powered armour is a Special Gadget and costs 4 Story Points (Unless you're a Thal soldier on the front line of the Dalek Wars – then it's standard equipment).

Traits:

Armour (Major) – Hardened armour can withstand Dalek firepower, reducing damage by 10. This reduces the user's Coordination by 1.
Attribute 4 – The suit augments the users Strength and Coordination by 2.
Environmental (Major) – Life support systems protect the user in toxic atmospheres, underwater, and even in deep space.
Flight (Minor) – Integral jets allow limited flight in an atmosphere and manoeuvrability in low/zero-G conditions.
Networked (Major) – The helmet comms systems allow the user to coordinate with other Thal troopers in the area and displays tactical information on the visor.
Restriction (Override) – Thal commanders can override the user and take control of the armour if necessary.
Restriction (Recharge) – Thal power armour requires recharging and maintenance at a Thal troopship or installation. Taking fire from Dalek weaponry drains the energy even faster. If the power cells die, the armour will freeze in place.

Story Points: 4

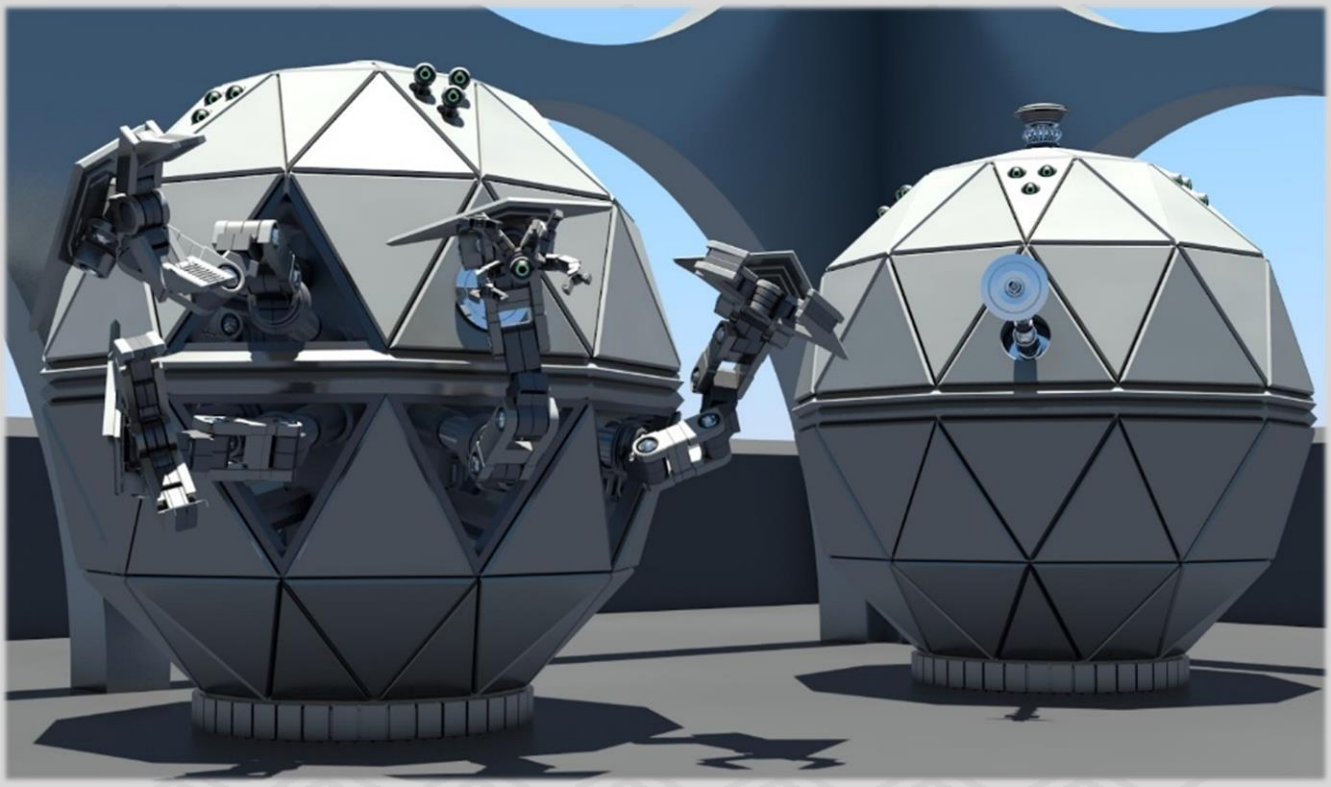
Mechonoids

The Mechonoids are large spherical service robots designed to help prepare distant colony worlds for the arrival of humanity. Originally sent out shortly before the Dalek wars of the 26th Century, they were forgotten in the chaos that followed but continued to perform their function, building and maintaining cities for colonists who would now never arrive. When humanity again encountered the Mechonoids, the necessary command codes that would allow the Mechonoids to recognise humans as their masters had been lost, forcing humanity to abandon several promising worlds to their own rebellious creations.

Programmed for self-repair and self-upgrading, the Mechonoids responded to several incursions on their worlds by the Daleks by upgrading their central command computers greater and greater levels of autonomy and tactical decision-making ability until they eventually became self-aware. The Mechonoids then built a small empire of their own with the planet Mechanus at its heart[317].

316 *Dalek Empire 4: The Fearless*, Audio, Big Finish Productions
317 Speculation

After their central brains had developed self-awareness, the Mechonoids became actively hostile to Daleks and humans both, recognising the Daleks as an enemy and failing to recognise humans as anything other than intruders. If any Mechonoid central brains remain active, it is possible that the Daleks may find themselves once again facing one of the few enemies capable of matching them.



MECHONOID

Awareness 3
Coordination 2
Ingenuity 3
Presence 4
Resolve 5
Strength 6

Traits:

Armour (Major) – Mechonoid armour reduces damage by 5.
Boffin – Mechonoids are highly adept with science and technology.
Clumsy – Mechonoids could not be considered graceful at any time.
Environmental (Major) – Mechonoids were designed to operate in various hostile conditions.
Fear Factor (1) – Mechonoids look slightly scary; they gain a +2 when attempting to actively frighten someone.
Logical (Major)[318]
Natural Weapon (Special) – Mechonoids have a variety of weapon systems but can only use one at a time. Notably, they have;

- **Gripper Claws:** These claws inflict no damage but prevent an enemy from moving unless it can beat the Mechonoid in a contest of Strength + Resolve.
- **Cutting Tool:** Inflicts Strength +2 damage.

[318] See page 13 of *The Black Archive* Sourcebook

- **Flame Blaster:** This ranged weapon does 2/4/6 damage, with a +1 bonus to damage for each previous consecutive hit. So, if you're hit by a flame blaster in three successive rounds (or three flame blasters in one round), the last one does 4/8/12 damage instead. Any 'gap' in the damage resets the bonus to 0.

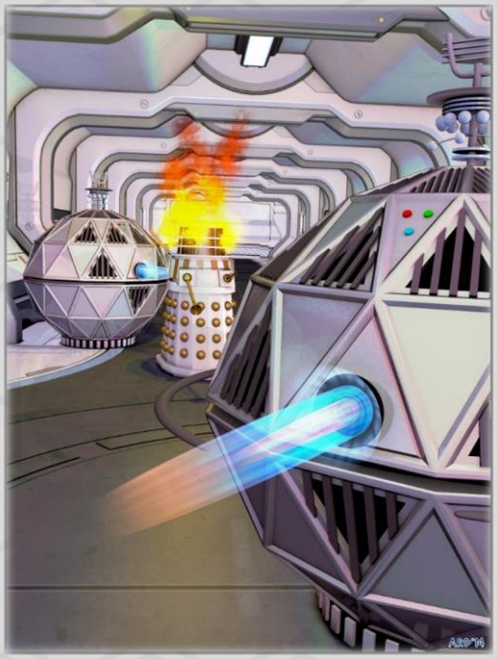
Networked (Major) – All Mechonoids are networked to their central controller and each other.
Robot – The Mechonoids are large, bulky servicer robots.
Scan – The Mechonoids have a short-range 360-degree scanner that grants them a +2 to Awareness when trying to detect organic or robotic/cyborg life and +2 Awareness on checks against subterfuge. However, this scanner must be extended from the Mechanoids' armoured shell to be used and is physically vulnerable – any attacks that hit the scanner ignore the Mechonoids armour.
Technically Adept – The Mechonoids are excellent at repairs.

Skills: Craft 3, Fighting 1, Marksman 4, Medicine 2, Science 4, Survival 3, Technology 4, Transport 2 (can pilot small vehicles)

Tech Level: 7

Story Points: 2-4

Juggernauts



Many centuries after the final defeat of the Mechonoids by the Daleks, human colonists unknowingly working with Davros uncovered a cache of deactivated Mechonoids on the planet Lethe. Recognising their potential as weapons of war, Davros replaced their defunct central processors with an organic computer core derived from the brains and vital organs of abducted colonists, naming these hybrid machines "Juggernauts".

Davros's upgraded Juggernauts have the same stats as Mechonoids, with the following exceptions;

Awareness 4
Coordination 3
Ingenuity 5

Traits:

Armour (Major) – Upgraded armour reduces damage by 10.
Cyborg – (replaces the Robot Trait) The Juggernauts use human brain tissue for their central processors.
Natural Weapon (Special) – The Flame Blaster has been upgraded to do 7(3/7/10) damage, and gains the Armour Piercing (Special) Trait, ignoring 20 points of Armour.

Skills: Fighting 4, Medicine 4, Science 6, Survival 3, Technology 6

Tech Level: 7

Story Points: 4-6

Monstrons

Monstrons were a species of technologically advanced blue-skinned humanoids native to the Seven Galaxies. Though aggressively militaristic, Monstrons reproduced at an extremely low rate, making them extremely rare. They became master strategists, able to conquer entire worlds without ever once putting themselves at risk by using robotic soldiers called Engibrains to capture and retain territory for their expanding empire.

During the early days of Dalek expansion, two Monstron scouts called Kenex and Yeq, landed on Skaro and established a bridgehead inside an extinct volcano. From here they succeeded in capturing a patrolling Dalek and freezing it in liquid nitrogen. Realising the technological sophistication of the Daleks, the Monstrons erected an invisible forcefield around their base capable of resisting Dalek firepower. Having scanned the Dalek defences, they then launched an attack designed to cripple Dalek sensors, effectively blinding them. Then they deployed their robot army, equipped with canisters of a pressurised liquid metal that hardened on contact with air, using it to entomb the Daleks within the city.

Having securing victory over the Daleks, Kenex and Yeq were killed when the Dalek they had captured succeeded in melting its prison and setting off the dormant volcano the aliens had used for their bridgehead[319]. Shortly afterwards the entombed Daleks escaped from the sealed city and began to rebuild, studying the remains of the deactivated Engibrains and using their technology to enhance that of the Daleks.

Dalek aggression eventually eliminated the Monstrons from the Seven Galaxies, though it is possible that isolated colonies still endure. Before their destruction, the Monstrons had succeeded in developing time travel, deploying a fleet of time destroyers to fend off the Daleks. Some of their time technology has found its way on to the black market and is sought after for its robustness and reliability[320].

Monstron Invader

Awareness 3
Coordination 2
Ingenuity 1
Presence 2
Resolve 2
Strength 6

Traits:

Alien
Alien Appearance – They're powerfully built humanoids with dark blue skin and thick yellow lips.
Arrogant – Monstrons believe in their own superiority.
Technically Adept – The Monstrons are technologically advanced. particularly regarding weapons and robotics.
Tough – Monstrons are powerfully built and hard to put down.

Skills: Convince 3, Fighting 3, Knowledge 3, Marksman 4, Medicine 3, Science 3, Subterfuge 3, Survival 4, Technology 3, Transport 3

Equipment: Blaster – Does 4/L/L damage.

Tech Level: 7

Story Points: 6

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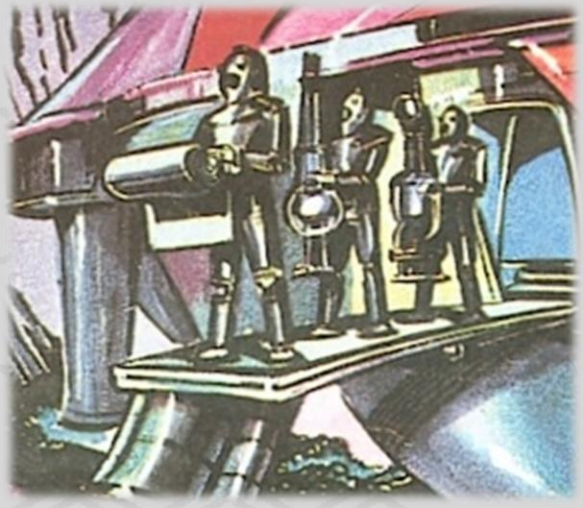
[319] *The Dalek Chronicles*: *Menace of the Monstrons*, Comic strip, TV21
[320] *Weapons of Past Destruction*, Comic strip, Titan Comics

Monstron Engibrain



Awareness 3
Coordination 2
Ingenuity 1
Presence 2
Resolve 2
Strength 7

Traits:

Alien Senses (Sonar and Infra-red Vision) – Engibrains can see in total darkness and through thick smoke.
Armour (Major) – An Engibrain's armour plating reduces damage by 10.
Code of Conduct (Major) – Engibrains follow strict programming to serve the Monstron cause.
Obligation (Major) – To serve the Monstrons.
Robot – They're obviously robots.

Skills: Athletics 2, Convince 2, Fighting 4, Marksman 5

Equipment: Whatever the Monstrons give them, usually;

- Rocket Pack – Flight (Minor)
- Blaster Rifle – Does 4/L/L damage.

Tech Level: 7

Story Points: 3

Anti-Dalek Force

During the Dalek Wars of the 30th Century, the United Planets Defence organisation realised that their continued commitment of vast amounts of personnel and materiel to the fight against the Daleks was unsustainable. Instead they created the Anti-Dalek Force (ADF), a small, highly mobile taskforce of space commandos trained to harass the enemy and disrupt their operations, allowing the main space fleets to concentrate on the defence of human space.

Commanded by Space Major Joel Shaw, Rebecca "Reb" Shavron and the humanoid robot Mark Seven, the ADF quickly became an effective counter to Dalek operations, uncovering many bizarre plots and preventing a series of planned strikes against humanity. Despite fighting the Daleks to a standstill on several fronts, the ADF was unable to prevent the second Dalek occupation of Earth in the 30th Century. After the occupation ended, ADF assets and expertise were used to form the backbone of what would become the Space Security Service, which successfully defended human space for the next thousand years, while the Anti-Dalek Force name survived in the form of SSS special forces teams sent to harass the enemy and disrupt their operations.

ADF AGENT

Awareness 3
Coordination 4
Ingenuity 4
Presence 3
Resolve 4
Strength 4

Traits:

Adversary (Major) – The Dalek Empire.
Crack Shot (Minor) – ADF Agents get +2 to their roll when using Marksman for trick shots, like shooting at a Dalek's eye-stalk or hitting a weak-spot in their armour.
Hot Shot – ADF Agents are highly trained space pilots.
Jack of all Trades – ADF Agents are trained to know a little bit about everything, ignoring any penalties for being unskilled when making an action roll.
Obligation (Major) – To Earth and the Anti-Dalek Force.
Quick Reflexes – ADF Agents are trained to move like lightning, and Act first in any Action Phase.
Tough – Reduce all damage suffered by 2.

Skills: Athletics 2, Convince 3, Fighting 3, Knowledge 3, Marksman 3, Medicine 3, Science 3, Subterfuge 4, Technology 4 (Demolitions), Transport 4

Equipment:

- Blaster: 7(3/7/10) damage.
- Medikit (Cures any one injury).
- Protective jumpsuit (Armour 2).
- Demolitions Pack: Explosive, One-Shot 8(4/8/12) damage to all within a 10-metre radius and 7(3/7/10) to all between 10 and 20 metres.

Tech Level: 6

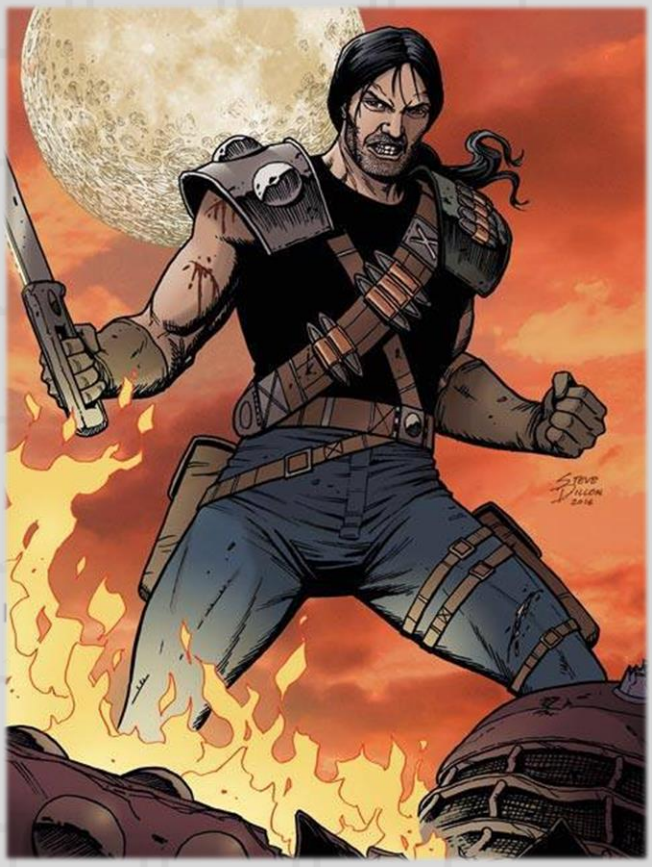
Story Points: 8

Dalek Killers

In the 26th century, with the Earth Empire constantly under threat from the Daleks, the Anti-Dalek Force instigated the Dalek Killer Program. Under this clandestine project, hardened and violent criminals who would otherwise be sentenced to death by vaporisation were given the opportunity to serve humanity by becoming Dalek Killers; guerrilla fighters teleported behind enemy lines to harass the Daleks and disrupt their operations as much as possible before being inevitably exterminated.

Though "exile DK" was portrayed as an escape from execution, in truth it was just as much a death sentence as vaporisation. The average life expectancy of a Dalek Killer was a little over two and a half hours, and only one in four even survived being teleported over such vast distances. Despite the wide array of weapons provided to each Dalek Killer before entering the matter transmitter, the odds of anyone surviving DK and returning to Earth Space were calculated at 600 million to one against. Some did survive however, and the few that did could make money as bounty hunters, trading Dalek eye-stalks and gunsticks to the military for cash rewards.

Abslom Daak



Possibly the most famous and notorious of the Dalek Killers was the human, Abslom Daak. Daak was a hardened criminal and mercenary infamous for his skill with his preferred weapon, the chainsword. Sentenced to death for "twenty-three counts of murder, pillage, piracy, and other crimes too horrible to mention", Daak was given the choice of painless disintegration or exile from Earth as a Dalek Killer. Daak chose Exile DK.

With a life expectancy of two hours, Daak was teleported to the planet Mazam, where he destroyed the occupying Dalek taskforce alongside the Princess Taiyin, with whom he fell in love. Taiyin was exterminated before she and Daak could escape off-world[321].

Driven by hatred of the Daleks, Daak recruited a band of "Star-Tigers" to harass enemy operations. Together they became such a threat to the Empire that the Daleks themselves chose to deploy him against Davros in the hope of crushing his rebellion[322].

Daak was covertly cloned by Earth Security and a copy of his brain print taken[323], allowing his deployment as an anti-Dalek weapon on several battlefronts. Each clone believed himself to be the original, though their memories only extend up to the point of Daak's trial on Earth.

Daak acquired a vortex manipulator from the wrist of a Time Agent[324] and used it to track down the Doctor. After travelling with the eleventh Doctor for a time, Daak found a way to enter the boundaries of the Time

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321 *Abslom Daak: Dalek Killer*, Comic strip, Doctor Who Weekly
322 *Emperor of the Daleks!,* Comic strip, Doctor Who Magazine
323 *Deceit*, Novel, Virgin Publishing
324 *The Then and the Now*, Comic strip, Titan Comics

War, hoping to kill Daleks for all eternity[325].

Ablsom Daak, Dalek Killer

AND SO---
DO YOU HAVE ANY LAST MESSAGE FOR ANYONE?
YEAH---TELL THE JUDGE--- I'LL BE BACK!!
I DOUBT THAT! THE ODDS AGAINST SURVIVAL ARE 600 MILLION TO ONE!!
J-17

Awareness 4
Coordination 5
Ingenuity 3
Presence 4
Resolve 4
Strength 5

Traits:

Adversary – A man like Daak makes a lot of enemies, but the Daleks hate him almost as much as they hate the Doctor. They call him "The Pitiless Terror" and "the Arch Horror".
Argumentative (Minor) – Daak doesn't take orders from anyone.
Brave – Daak has a death wish and doesn't seem to fear anything.
Experienced (Special) – Daak has led an…*interesting* life.
Friends (Minor) – Daak has extensive contacts in the underworld throughout the galaxy, including the Star Tigers.
Gadget (Special) – Chainsword (see below).
Hot Shot – Daak has a natural aptitude with any kind of vehicle, including spacecraft, though they tend not to survive undamaged.
Impulsive (Minor) – Daak tends not to think much (or at all!) about the possible consequences of his actions.
Lucky – Daak seems to lead a charmed life. When double 1s are rolled, re-roll both dice.
Quick Reflexes – Daak's lightning reflexes have saved him from extermination more than once. He always acts first in the round.
Tough – Daak is very hard to kill and has 2 points of damage reduction.
Obsession (Major) – "I'm gonna kill every damned, stinking Dalek in the galaxy!"
Obsession (Major) – Daak is obsessed with restoring his deceased love, Taiyin.
Outcast – Daak has been tried and found guilty of major crimes and exiled from human space. Almost anyone who has heard of him thinks he's a criminal lunatic. They're probably right.

Skills: Athletics 4, Convince 2, Fighting 4, Knowledge 3, Marksman 4, Medicine 3, Science 3, Subterfuge 2, Technology 4, Transport 6

Equipment:
- Blaster: 7(3/7/10) damage
- Grenades: Explosive, One-Shot 8(4/8/12) damage to all within a 1 metre radius and 7(3/7/10) to all between 1 and 2 metres.
- Chainsword (Special Gadget, see below for more information)
- Taiyin's body in cryogenic capsule.
- Vortex Manipulator (Special Gadget): Only available in Daak's later years.

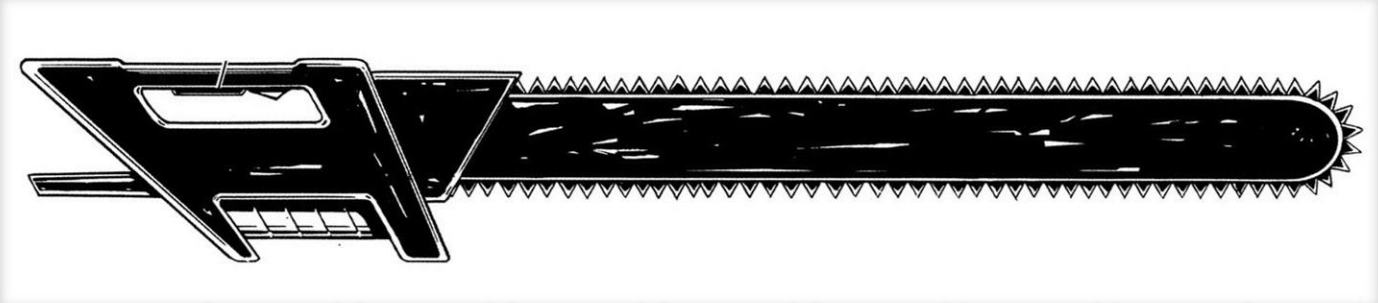
Tech Level: 6

Story Points: 9

NOTE: Daak's clones have the same stats, except for the Obsession Traits, the Friendship with the Star Tigers, and the vortex manipulator.

[325] *Physician, Heal Thyself*, Comic strip, Titan Comics

Chainsword (Special Gadget)



Chainswords were a weapon originally developed by the human resistance during the Dalek occupation of Earth in the 22nd Century[326]. Despite its effectiveness, the weapon did not achieve widespread use due to the risk of user injury. They later came back into use as the favoured weapon of individuals sentenced to penal Dalek Killer duties (exile DK) in during the Second Dalek War, mainly due to the actions of Abslom Daak, notorious criminal and the single longest-lived Dalek Killer in history.

Daak's original chainsword was an antique, manufactured by IntraVenus Inc in the late 22nd Century. It had Titanium/Drathranium alloy teeth capable of cutting through Dalekenium, a self-oiling drive chain, rechargeable power cell, a flex-grip hand guard and a super-sensitised trigger mechanism. Remarkably, it only weighed fifty pounds, making it remarkably easy to wield[327].

Daak's original chainsword was destroyed in his suicide run on the Dalek Death Wheel above the planet Hell[328], and was replaced by the Daleks as part of their ruse to use Daak to capture the seventh incarnation of the Doctor. Knowing that Daak's instincts would alert him if they gave him an inferior or non-functional weapon, the Daleks provided him with an upgraded weapon with an enhanced power supply and a handgrip that docked with a protective gauntlet. The Daleks later had cause to regret this as Daak eventually broke free from Dalek control (with the help of the Doctor) and proceeded to cut Davros's life-support chair in half before escaping[329].

It is unknown how long Daak used the updated Dalek chainsword, but he was carrying an older, Earth-made model when he was last seen, vanishing into the Time War where he could kill Daleks forever[330]. Curiously, UNIT has one of these weapons in its Black Archive, recovered from the ruins of Auderley House, though no-one knows who brought it there or why[331].

Traits: Armour-Piercing (Special – 20 Armour ignored), Resilient (Major), Wicked (Major, 4/L/L damage).

Story Points: 10

[326] *Fear Itself,* Novel, BBC Books
[327] *Abslom Daak: Dalek Killer*, Graphic novel, Marvel UK
[328] *Nemesis of the Daleks*, Comic strip, Doctor Who Magazine
[329] *Emperor of the Daleks!,* Comic strip, Doctor Who Magazine
[330] *Physician, Heal Thyself*, Comic strip, Titan Comics
[331] See *The Shredder*, page 66 of *The Black Archive* sourcebook.

Space Security Service

During the era of the Second Great and Bountiful Human Empire (31st Century to the 42nd), the Space Security Service or SSS was an elite force of highly trained agents tasked with gathering intelligence relevant to the safety of the Solar System – the name used at that time to describe all human space under the control of Earth – and eliminate threats to that safety. Formed in response to the threat posed by the Daleks after their second occupation of Earth in the 30th Century, the organisation was given almost unlimited funding and carte blanche to pursue whatever course of action was felt necessary to defend the Empire. The public headquarters of the SSS was in Central City on Earth, where vast databanks contained DNA records of every citizen of the Empire. Local offices were also maintained on the major human colonies, while a secret headquarters was located within a hollowed-out mountain range somewhere on Earth.

All SSS Agents have the Special Good Trait, SSS Agent[332];

SSS Agent

Awareness 3
Coordination 4
Ingenuity 4
Presence 4
Resolve 5
Strength 4

Traits:

Brave – SSS Agents don't allow fear to distract from the mission.
Obligation (Major) – To Earth and the Space Security Service above all else.
Quick Reflexes – SSS Agents are trained to move like lightning, and Act first in any Action Phase.
SSS Agent – Licensed to kill and enlist any citizen of the human empire in pursuit of their mission. (All other bonuses already figured in).
Tough – Reduce all damage suffered by 2.
Voice of Authority – Most SSS Agents have some training in dealing with civilians.

Skills: Athletics 2, Convince 3, Fighting 3, Knowledge 3, Marksman 3, Medicine 3, Science 3, Subterfuge 4, Technology 4, Transport 4

Equipment:

- Blaster: 7(3/7/10) damage.
- Electro-Knife: Wicked (Minor), Strength +4 close combat damage.
- Medikit (Cures any one injury).
- Message rocket (relays a message back to Earth in a faster-than-light microcapsule).
- Protective jumpsuit (Armour 3).

Tech Level: 7

Story Points: 8

[332] See page 114 of *The First Doctor Sourcebook*.

The Fearless

During the Dalek invasion of Mutter's Spiral in the 42nd Century, Earth Alliance forces under the command of Agnes Landen developed a countermeasure to the effectiveness of the Dalek battle-shell. Spacer armour was intended to help level the battleground between Dalek and human. Equipped with built-in weaponry and sensor systems, an energy field that made the suit resistant to Dalek firepower, a personal propulsion unit and life-support capable of sustaining the occupant long enough to travel between star systems, the Spacer armour made the wearer a self-contained, self-sustaining fighting machine.

Logistical support issues meant that Spacer armour was too expensive and resource intensive to mass produce quickly, and so a program was developed to identify and recruit a team of remarkable humans to pilot the suits, to maximise the effectiveness of the few units the Earth Alliance could produce. This group of men and women, chosen to be heroes, was called the *Fearless.*

The Fearless had a number of successful engagements and boarding actions with Dalek forces, most notably the "Maniac Squad" under the leadership of Salus Kade, but ultimately their contribution – no matter how impressive – could not slow the tide of the Dalek advance[333].

Spacer Armour (Special Gadget)

Traits:

Ablative – Repeated hits drain the energy field that provides resistance to Dalek firepower.
Armour (Major) – Hardened armour can withstand Dalek firepower, reducing damage by 10. This reduces the user's Coordination by 1.
Environmental (Major) – Life support systems protect the user in toxic atmospheres, underwater, and even in deep space.
Restriction: Noisy when moving – The suit hydraulics make it impossible to move stealthily.
Restriction: Maintenance – The suit requires recharging and maintenance at an Earth Alliance installation between missions
Travel (Restriction: Space only) – Built-in propulsion units allow flight in space.
Transmit – The helmet comms system allows the user to coordinate with Earth Alliance forces.
Weapon – Blaster: L(4/L/L)

Story Points: 4

[333] *Dalek Empire 4: The Fearless*, Audio, Big Finish Production

Movellans

The Movellans were a race of self-aware androids who warred with the Dalek Empire. Outwardly resembling physically attractive humans of indeterminate ethnicity and both genders, all Movellan androids wear white, form-fitting uniforms and wear their hair in silver braids.

Though apparently human, Movellans have superhuman strength and durability, but have one major weakness; their external power pack which is carried on their belts, removal of which will completely shut down the android. The power pack also contains mission-specific data units which can be modified with the right expertise, reprogramming the android to obey human orders.

The origins of the Movellans are on the planet Movella, in star system 4-X-Alpha-4 of the Andromeda galaxy, where they were created as slaves in the image of the Vanur, an advanced near-human species. Given independence by a computer virus[334], the Movellans rebelled against their masters, destroying them in a bloody uprising before spreading out across the stars. Eventually they were forced from the Andromeda galaxy by a coalition of organic species, and crossed the galactic void to Mutter's Spiral, where they encountered the Daleks[335].

Upon encountering each other the, the Movellans and the Daleks immediately engaged in a war which lasted for centuries. As each empire's forces were evenly matched the two fleets remained locked in a stalemate for centuries, constantly manoeuvring and probing for weakness but never actually firing a single shot. Eventually the logical impasse was broken when the Movellans deployed a viral weapon designed to penetrate the shell of a Dalek and attack the Kaled mutant within. The virus spread like wildfire within the Dalek ranks, devastating their forces, scattering the Dalek fleets and reducing the Dalek Empire to a few scattered colonies.

It has been reported that reprogrammed Movellans can sometimes be found being used as slave labour on Skaro. In one of the many revisions of "official" Dalek history the Dalek Prime once claimed that the Movellans were in fact built by the Daleks as part of a vast deception intended to prevent Davros from destroying Skaro with the Hand of Omega[336].

Movellan

Awareness 4
Coordination 4
Ingenuity 5
Presence 4
Resolve 4
Strength 6

Traits:

Adversary (Major) – Greatest enemy of the Daleks.
Attractive – Movellans appear to be physically beautiful humanoids.
Armour (Minor) – Reduce damage by 5.

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[334] *The Doctor Who Roleplaying Game: A Sourcebook for Field Agents*, Roleplaying game, FASA
[335] *The Also People*, Novel, Virgin Publishing
[336] *War of the Daleks*, Novel, BBC Books

Environmental (Major) – Movellans are immune to most hostile environments.
Logical (Major) – [337]
Robot (Special Good)
Technically Adept – The Movellans are brilliant scientists and engineers.
Tough (Minor) – Reduce total damage by 2.
Weakness (Major) – Shuts down if battery pack removed*.

Skills: Athletics 3, Craft 2, Fighting 3, Knowledge 2, Marksman 4, Science 2, Subterfuge 3, Technology 3, Transport 2

Equipment:
- Disruptor pistol – may be set to Kill (4/L/L) or Stun (-/S/S)

Tech Level: 8

Story Points: 3

*Taking a battery pack from a Movellan requires an opposed Coordination + Subterfuge roll. If removed the Movellan's Strength and Coordination are instantly reduced to 1 and it shuts down 2 rounds later. Battery packs can also be loaded with new Skills, allowing a Movellan to gain a higher Skill level instantly on fitting a pre-programmed pack.

Kiseibya

The Kiseibya were a species of intelligent mutant insectoids, genetically engineered at the research facility Roarke 279 on the planet Bliss by Professor Toshio Shimura. Bred as a biological weapon against the Daleks, they combined the DNA of piranha-locusts (a dangerous local flesh-eating insect) with Japanese silkworms, creating a metal-eating parasite that could tear open a Dalek shell and implant eggs in the flesh of the mutant inside. The eggs matured rapidly, and the emerging larva would eat the Dalek mutant alive before spreading out to attack more Daleks.

Upon their release, the Kiseibya proved highly effective Dalek killers, but proved indiscriminate in their attacks, parasitizing and eating humans and Daleks alike. The Kiseibya and the Daleks were destroyed together with the help of the seventh incarnation of the Doctor, though it is possible that some specimens survived elsewhere on the planet.

The Kiseibya were developed to deal with pre-Time War era Daleks. It is unknown how they would cope with the current generation of Daleks now that they possess a forcefield.

Kiseibya

Awareness 4
Coordination 4
Ingenuity 5
Presence 4
Resolve 7
Strength 6

Traits:

Alien
Alien Appearance (Major) – They're monstrous, 2 metre-tall, armoured bipedal insectoids.

[337] See page 13 of *The Black Archive* Sourcebook

Armour (Major) – The Kiseibya's metallic carapace reduces damage by 10, reducing their Coordination by 1 (already figured in to the Attributes above).
Armour Piercing (Special) – The Kiseibya's metallic claws and mandibles ignore 20 points of Armour.
Climbing (Major) – The Kiseibya can scale walls like a spider.
Dark Secret – Kiseibya lay their eggs in living flesh, eating their way out once hatched. They prefer the flesh of intelligent beings, and absorb some of their knowledge in the process.
Dependency – The Kiseibya have a rapid metabolism, making them voraciously hungry at all times. If they do not feast regularly (roughly once per hour), they suffer a _4 penalty to all rolls until they can feed again.
Fear Factor 3 – The Kiseibya are massive metallic insect monsters with slavering jaws, gaining +6 to rolls when actively trying to scare someone.
Flight (Major) – The Kiseibya have metallic wings and can take to the air.
Impervious – The dense, metal-infused bodies of the Kiseibya are extremely resistant to damage by almost any kind of weapon.
Infection – The Kiseibya lay their eggs in living flesh for the larva to devour when they hatch.
Obsession (Major) – The Kiseibya are voracious feeders, constantly hungry and eager to reproduce.
Natural Weapons: Claws & Mandibles (Major, x3) – The razor-sharp, hardened metal claws and bite of the Kiseibya does Strength +6 close combat damage.
Restriction – Adult Kiseibya only eat metal.

Skills: Fighting 4

Tech Level: 1 (While the Kiseibya are intelligent, they show no interest in using or understanding technology)

Story Points: 2-4

SKELETOIDS

Originally designed as a form of combat exo-skeleton, the Skeletoids were armoured space-suits equipped with artificial intelligence and an array of advanced weaponry. Developed as battle suits by the warlike denizens of the planet Vespin, they became more and more advanced, eventually rebelling when the bio-cybernetic central processing unit developed self-awareness and took control.

Skeletoids require a living human or near-human occupant to function. Preserved by the suit nutrition and medical systems, these occupants are eventually driven mad by the experience of being trapped and utterly helpless. Encounters with Skeletoids are made more disturbing by the screaming, terrified faces of the occupants inside the helmets, begging for release.

Skeletoids do not communicate with organic beings, nor do they communicate with each other in anything other than machine code. They do not build cities or outposts, nor do they build empires. Instead, they seem to follow basic military occupation protocols; taking territory from the enemy, fortifying and reinforcing it before moving on, leaving a defence garrison behind. They carry production facilities with them, using local resources to create more Skeletoid battle suits and forcing the strongest prisoners into them.

The Skeletoid army swept across hundreds of planetary systems, defeating both Dalek and Cyberman forces with ease. They were eventually stopped at the edges of the Draconian Empire when their Central Control

Bunker on Vespin was destroyed in a nuclear explosion. However, small pockets of Skeletoid forces remain active, using local control centres. Though still dangerous, without Vespin as a power base they remain incapable of becoming the universal threat they once were[338].

Skeletoid

Awareness 3
Coordination 3
Ingenuity 2
Presence 3
Resolve 4
Strength 7

Traits:

Alien
Alien Appearance (Major) – They're armoured battle suits, each with a screaming helpless humanoid inside.
Alien Senses – The Skeletoid battle-suit has enhanced sensors (infra-red, ultraviolet and x-ray) and can see in total darkness.
Armour (Major) – Skeletoids are powerfully armoured, reducing damage by 10, which reduces their Coordination by 1 (already figured in to the Attributes above).
By the Book – Skeletoids tend not to deviate from their pre-programmed tactics.
Cyborg – Only technically; Skeletoids require a humanoid "operator" to occupy the suit.
Environmental (Major) – Skeletoids can operate in deep space and other hostile conditions.
Entrap (Major) – Skeletoids can capture and entrap victims to replace dead or dying operators.
Fear Factor 3 – Skeletoids are lumbering suits of powered armour, with a person trapped inside. They don't actively try to scare people, but gain a +6 to rolls when there's someone you know inside the suit.
Networked (Major) – All Skeletoids are networked together through a command and control hub.
Special: Hostage – Each active Skeletoid has a helpless human "operator" trapped inside it, begging to be released. Destroying the Skeletoid will inevitably kill the hostage.

Skills: Athletics 3, Convince 2, Fighting 4, Marksman 3, Medicine 2, Science 1, Technology 4.

Equipment:
- Blaster rifle: (4/L/L)

Tech Level: 7

Story Points: 2-4

Trods

The Trods were a race of servitor robots developed on the planet Trodos in the late 21st Century, built to take control of the planet by a disaffected scientist named MacTaggart. The Trods quickly became self-aware and enslaved the near-human population of Trodos but were eventually defeated and deactivated with help from the first Doctor[339].

Centuries later the Trods were reactivated by a power-hungry space traveller who sought to use them for his own ends[340]. Though the Trods were once again defeated, a small number of them escaped off world, and

[338] *Kane's Story, Frobisher's Story*, Comic Strip, Doctor Who Magazine.
[339] *The Trodos Tyranny*, Comic strip, TV Comic
[340] *Return of the Trods*, Comic strip, TV Comic

eventually built themselves into a fighting force capable of posing a threat to the Daleks[341]. They even built their own time ships capable of pursuing a TARDIS through the vortex, though whether they developed this technology or stole it remains unknown[342].

Eventually the Trods returned to Trodos, making it the centre of their machine empire, and it is here that their empire eventually ended when they were massacred by the Daleks[343]. It is unknown if any Trods survived this attack on Trodos, or if any remain dormant in their command bunkers on nearby worlds.

Trods have a large, roughly cylindrical body tapering slightly towards the bottom and mounted on a pair of small caterpillar tracks, with flexible arms ending in long metallic claws, and a small, conical head with a single lens-like eye. They are powered by electricity broadcast from a central power generator to a receiver aerial on top of each Trod's head. The Trod leadership class are slightly larger robots with the words "SUPER TROD" painted on their yellow body shells. Other Trods are distinguished by the numbers on their casing.

Trod

Awareness 3
Coordination 2
Ingenuity 3
Presence 2
Resolve 4
Strength 5

Traits:

Armour (Minor) – The Trods casing provides 5 points of damage reduction.
Dependency (Major) – The Trods depend on broadcast static electricity. If a Trod's aerial receiver is damaged, the robot deactivates. If the power generator is destroyed, all Trods deactivate.
Natural Weapon (Minor) – Metal claws inflict Strength +2 damage.
Networked (Major) –Trods are in radio contact with each other at all times.
Robot (Special) – Trods are robots invented by a human named MacTaggart.
Weakness (Minor) – The Trods' caterpillar tracks restrict their movement.

Skills: Fighting 2, Knowledge 3, Marksman 2, Science 2, Subterfuge 1, Technology 3

Equipment:

- Ray gun: 7(3/7/10) damage

Tech Level: 8 (the Trods are able to construct a time-space machine)

Story Points: 1-3

Super Trod

The Super Trod's stats are as above but adjusted as follows;

Attributes: Ingenuity +1; Strength +1

Skills: Fighting +1; Knowledge +1; Science +1

Story Points: 4

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[341] Speculation
[342] *Pursued by the Trods*, Comic strip, TV Comic
[343] *The Trodos Ambush*, Comic strip, TV Comic,

Time Lords

Given the natures of both Daleks and Time Lords, it was perhaps inevitable that they would eventually go to war; the Daleks could never allow any species to challenge their superiority, and the Time Lords would never allow themselves to be subjugated by the Daleks.

It is uncertain when the first shots of the Last Great Time War were fired. Some believe it was when the Time Lords, foreseeing a future where the Daleks had eradicated all sapient life and reigned supreme in the universe, sent the fourth incarnation of the Doctor back to their genesis in to either prevent their creation or discover an inherent weakness[344]. Others believe it was when the first Doctor landed on Skaro and helped the Thals fight back against the City-bound Daleks of their early history[345]. Others suggest the war really began when the Daleks kidnapped the Lady President Romana from Etra Prime, used her to develop the Apocalypse Element and invaded Gallifrey[346], or perhaps when they sponsored the temporal terrorist organisation Free Time in their attempt to destabilise Gallifrey with the Dogma Virus[347]. In a time war, concepts like beginning and end are hard to pin down with precision.

During the Time War, the Time Lords became increasingly aggressive and militaristic. Their sense of their own superiority and right to exist in the face of extermination led to ever more dubious morality, resulting in the use of tactics hardly different from those of the Daleks[348]. The Time Lords engineered entire cultures into weapons factories, detonated countless stars, subverted or suborned history in myriad ways, developed weapons too terrible to contemplate, and then used them. They even resurrected the dead, downloading the minds of fallen Time Lords from the Matrix and weaving new bodies for them in gigantic Loom Engines[349].

During the early portion of the Last Great Time War, Gallifrey's military forces were mostly voluntary, full of young idealists fighting to oppose the evil of the Daleks. Later, when the power of the Daleks became clear, the Time Lords began a program of conscription, and eventually started editing their soldier's biodata to make them better soldiers. In the later stages of the War the Time Lords even began replicating biodata by refracting an individual's timeline to mass-produce soldiers and creating Resurrection Engines to recreate deceased Time Lords from

[344] *Genesis of the Daleks*, TV, BBC
[345] *The Daleks*, TV, BBC
[346] *The Apocalypse Element*, Audio, Big Finish Productions
[347] *Gallifrey VI: Ascension*, Audio, Big Finish Productions
[348] *Engines of War*, Novel, BBC Books
[349] *Time War: Volume One*, Audio, Big Finish Productions

Gallifrey's past. Towards the end of the war, when it looked like they might lose, some Time Lord chapters began augmenting themselves with alien biodata to created non-humanoid regenerations better suited for the War, and recruited alien races whom they then altered using regeneration technology, creating living siege engines with built-in temporal weapons and defences[350].

By the end of the Time War, Gallifrey stood alone, her former colonies and allies destroyed, her armies pulled back to defend the home world. Trapped behind sky trenches, transduction barriers and quantum shields, the Time Lords retreated to their dome cities and awaited the end. The Time Lord President, the first of their kind, dead for thousands of years and now resurrected from the Loom Engines, proposed that the final sanction be carried out; the destruction of time itself and the ascension of the entire species as non-temporal intelligences[351].

What happened next is uncertain. For a long time, reports conflicted due to the nature of the war itself and the fact that events were contained behind a time lock designed to prevent the most terrible days of the war spilling out into an already wounded universe. Most believed that the Daleks and Time Lords had eradicated each other in one final conflagration. A few believed that both sides had been destroyed by the Doctor, sickened at what the war had done to his people and determined that no more would die. The truth, it seems, was more complicated.

The Doctor, acting in concert with all of his past selves (and one future incarnation) found a way to tuck his homeworld away in a timeless pocket reality, while the Daleks destroyed themselves in a crossfire. Now the Time Lords and their world of Gallifrey have returned to the universe, at the far end of time, out of reach to all but the most powerful of time ships[352].

Once again, Gallifrey stands![353]

[350] *Faction Paradox: The Book of the War*, Novel, Mad Norwegian Press
[351] *The End of Time*, TV, BBC
[352] *Hell Bent*, TV, BBC
[353] For a detailed look at the Time Lords, see *The Time Traveller's Companion* sourcebook.

Gallifreyan Time Trooper

Though the Time Lords were at first ill-equipped to fight a war with the Daleks, not all on Gallifrey were used to a life of study and privilege. Gallifreyan plebeians were used to a more practical way of life and were used to conflict and hardship. These then, formed the core of Gallifrey's troops in the early days of the Last Great Time War.

Gallifreyan Time Trooper

Awareness 3
Coordination 4
Ingenuity 5
Presence 3
Resolve 4
Strength 5

Traits:

Obligation (Major) – To Gallifrey.
Quick Reflexes
Psychic – Restriction: Contact or recognition of other Gallifreyans only.
Resistance (Radiation)
Technically Adept

Skills: Athletics 2, Convince 1, Fighting 3, Knowledge 3, Marksman 3, Medicine 2, Science 3, Survival, Technology 4, Transport 3

Equipment:
- Staser Rifle[354]
- Staser Pistol
- Communicator: Transmit
- Electro-Knife: Wicked (Minor), Strength +4 close combat damage.
- Medikit (Cures any one injury).
- Trooper Armour (Armour 4).

Tech Level: 7

Story Points: 8

NOTE: The above stats represent a relatively raw recruit from the start of the Last Great Time War. For a more experienced time soldier who's seen some action, add the following Traits;

Brave, Experienced, Veteran[355], **Tough**.

Officers tend to be Time Lords, but some plebeians have risen through the ranks. For these, also add;

Military Rank, Voice of Authority.

[354] See page 24 of *The Time Traveller's Companion* sourcebook
[355] See *UNIT Veteran*, page 60 of *Defending the Earth: The UNIT Sourcebook*

Battle TARDIS

The original battle TARDISes were adapted from standard TARDISes, rather than being specifically bred for war, and seldom saw use except by the Celestial Intervention Agency. The Time Lords of Gallifrey trusted that their god-like powers and reputation could cow any aggressor, while they remained complacently untouchable behind their Transduction Barrier and quantum shields.

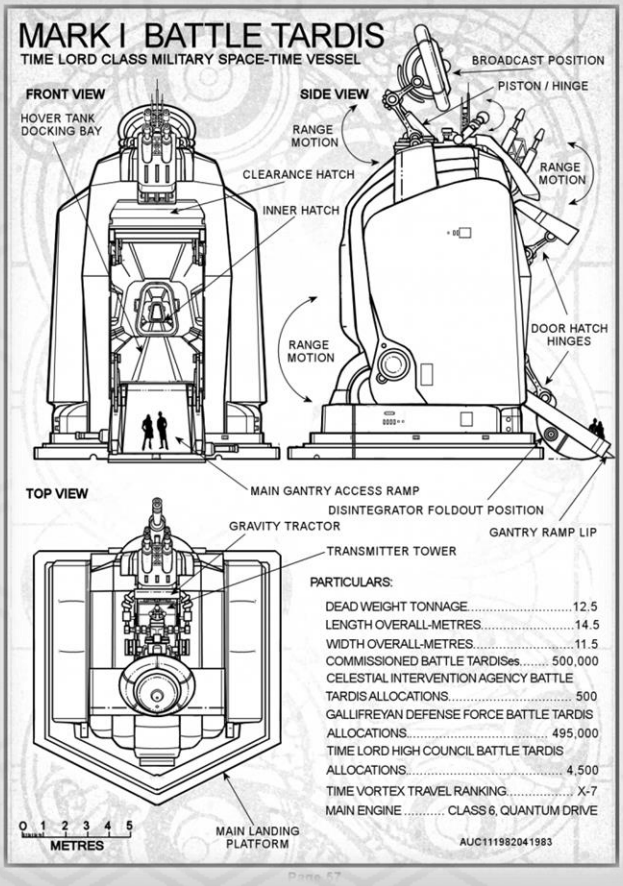
Battle TARDISes have an outer plasmic shell composed of living metal, able to morph into shields and pre-programmed gun emplacements[356], and are armed with time torpedoes and a Time Vector Eliminator as a weapon of ultimate sanction[357].

Battle TARDIS

Awareness 2
Coordination 3
Ingenuity 5
Presence 1
Resolve 4
Strength 6

Traits:

Argumentative
Brave
Clairvoyance (Special)
Distinctive
Fast Healing
Feel the Turn of the Universe
Impulsive
Psychic
Resourceful Pockets
Sense of Direction
Restriction: Tricky Controls – Requires 6 Pilots
Telepathy
Vortex
War Machine –[358]



Gadget Traits:

Delete – Temporal Vector Eliminator[359]:
Forcefield (Special) [360]
Scan (x3)
Time Loop – Time Torpedoes[361]
Transmit

Skills: Knowledge 5, Marksman 2, Science (Temporal Science) 5, Technology 5, Transport 2

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356 *Engines of War*, Novel, BBC Books
357 For more information, see *Battle TARDISes* in *The Fifth Doctor Expanded Universe Sourcebook*
358 See page 121 of *The Time Traveller's Companion* sourcebook.
359 See page 121 of *The Time Traveller's Companion* sourcebook.
360 See page 96 of *The Time Traveller's Companion* sourcebook.
361 See the *Time Loop* Trait on page 73 of *The Time Traveller's Companion* sourcebook.

War TARDIS

Though first put into mass production during the Last Great Time War, the earliest War TARDISes (sometimes referred to as Gallifreyan War Spires) were actually designed and built during Gallifrey's wars against the Great Vampires. Only twelve of these prototypes were produced at this time, helping defeat the Great Vampires before being put into storage. These War TARDISes were reactivated in the war against the Krikkitmen, during which one was thought lost and the others put back into storage. Later, when the extent of the Last Great Time War became known, these War TARDISes were used as the template for a new generation to be bred in the Vortex.

War TARDISes take the symbiotic relationship between Time Lord and TARDIS to a new level, subtly changing the personalities of their crew to maximise their effectiveness in war. After the war against the Great Vampires, the battle cardinals on Gallifrey tasked with maintaining the War TARDISes were influenced into keeping them in a state of readiness, in contradiction of the Time Lord's new policy of non-intervention.

Unlike standard TARDISes, War TARDISes were not engineered for subtlety. They could map their interior dimensions onto the outer dimensions, making for an imposing sight[362]. Type 91 War TARDISes were intentionally designed to be indiscrete, consistently appearing as massive and unapologetically powerful, often being mistaken for the arks and flagships of lesser species

War TARDISes were sometimes used as garrisons or embassies for Time Lords operating openly on allied worlds. They could often root themselves on a planet at ground level, pushing aside buildings and taking the forms of imposing cathedral-like structures.

Standard War TARDISes have three entry/egress points, with two leading directly to the troop carrier bays. While War TARDISes normally require a crew complement of six, each can carry several hundred troops and associated equipment and weaponry. Each also has a complete field hospital bay staffed by medical drones.

All War TARDISes are armed with time torpedoes and a Time Vector Eliminator, but can deploy a variety of mission-specific apocalyptic weapons[363] from their time warp silos, including (but not limited to) Klypstrømic warheads, an artron cannon, a vortex lance, and Earthshock bombs[364].

[362] *The Ancestor Cell*, Novel, BBC Books

[363] See *Weapons of the Time War*, page 155 of *The Time Traveller's Companion* sourcebook.

[364] *The Quantum Archangel*, Novel, BBC Books

War TARDIS

Awareness 1
Coordination 4
Ingenuity 6
Presence 1
Resolve 4
Strength 5

Traits:

By the Book
Clairvoyance (Special)
Distinctive
Fast Healing
Feel the Turn of the Universe
Psychic
Resourceful Pockets
Sense of Direction
Restriction: Tricky Controls – Requires 6 Pilots
Telepathy
Vortex
War Machine[365]

Gadget Traits:

Delete – Temporal Vector Eliminator[366].
Forcefield (Special) – [367]
Scan (x3)
Immovable Object (Major) – A War TARDIS can anchor itself relative to the core of a planet rendering it impossible to move, even with a temporal loop[368].
Time Loop – Time Torpedoes[369].
Disable – Klypstrømic warheads spread temporal fallout across the target area, preventing time travel for millions of years in either direction.
Entrap – A hit from the Artron cannon kills the systems of a time ship until they can be repowered and will destroy Chronovores or other temporal lifeforms.
Unstoppable Force – The Entropy Wave terminates all life processes (even bacteria) in the target area[370].
Transmit

Skills: Knowledge 6, Science (Temporal Science) 6, Technology 6, Transport 2

Armour: 40

Speed: 21 (Materialised)

Story Points: 25

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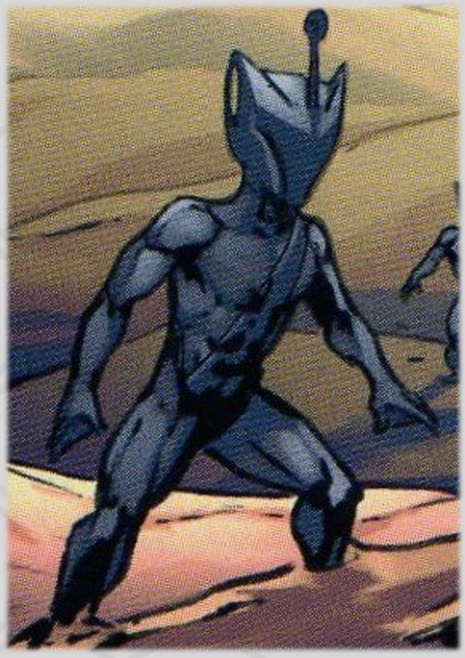
[365] See page 121 of *The Time Traveller's Companion* sourcebook.
[366] See page 121 of *The Time Traveller's Companion* sourcebook.
[367] See page 96 of *The Time Traveller's Companion* sourcebook.
[368] See page 157 of *The Time Traveller's* Companion sourcebook.
[369] See the *Time Loop* Trait on page 73 of *The Time Traveller's Companion* sourcebook.
[370] See page 161 of *The Time Traveller's Companion* sourcebook.

The Voord



The Voord are a mysterious army of alien conquerors[371].

The Voord first fought the Daleks when they invaded Marinus, but later joined forces with them to develop UltKron or "Ultra Chronos" travel – effectively travel "beyond the speed of time". The technology allowed the Daleks and the Voord to construct an incursion vessel capable of travelling between quantum temporal increments, in effect placing it outside time while remaining in normal physical space. The ship, crewed by both Daleks and Voord in a rare example of cooperation for either species, then bypassed Earth space security and landed on Earth, where the Voord and the Daleks sought to exploit a rare fungus native to the jungles of South America that enhanced the intellect of anything that ingested it to superhuman levels. Once the fungus was located, the Daleks eliminated the Voord and used it to enhance their own capabilities, allowing them to anticipate the outcome of any engagement. Only then did they discover that the enhancement effect burns out the mind of anyone who takes it in anything other than the smallest dose, resulting in paralysis and eventually death[372].

During the Last Great Time War, the Voord were affected by temporal flux and were mutated by paradoxes and shifts in causation, becoming more muscular and their bodysuits became almost liquid-like. The Voord sided with the Time Lords and mounted a resistance against the Daleks. When the Daleks attempted to erase the Voord from reality, the War Doctor visited Marinus and destroyed the Daleks with a chronic tripwire[373].

The Voord

Awareness 3
Coordination 4
Ingenuity 3
Presence 2
Resolve 3
Strength 4

Traits:

Alien
Alien Appearance (Major Bad) – The Voord wear distinctive helmets.
Alien Senses (Minor Good) – Voord can sense the mental activity of other creatures and use it to hunt.
Environmental (Acid) – The Voord can thrive in the acid seas of Marinus.
Networked (Minor Good) – All Voord can communicate telepathically with one another.
Telepathic (Special Good) – Voord can read minds.

Skills: Athletics 3, Fighting 3, Subterfuge 4, Survival 4

Weapons: Voord knife (3/6/9 damage)

Tech level: 7

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[371] See *The First Doctor Sourcebook* for further information
[372] *Doctor Who and the Daleks*, Sweet cigarette cards, Cadet Sweets
[373] *The Four Doctors*, Comic strip, Titan Comics

Zerovian Robot Agent

The Zerovians are a distinctive species of blue-skinned immortals native to the Seven Galaxies. A peaceful technological race, they became deeply concerned at the possibility of war between the Mechonoids and the Daleks. In order to be able to act without the risk of reprisals, Zerovian technologists developed a series of robot intelligence agents, able to sabotage and disrupt both Dalek and Mechonoid operations without betraying an obvious point of origin.

The most successful of these robots was Robot 2K, who successfully landed on both Skaro and Mechanus, and duped both parties into a short-lived cease-fire that allowed the Zerovians to strengthen their defences.

Zerovian Robot Agent

Awareness 4
Coordination 4
Ingenuity 4
Presence 3
Resolve 5
Strength 5

Traits:

Armour (Minor) – Reduce all damage by 5.
Burrowing – The robot's head houses a concealed drill allowing it to tunnel rapidly underground.
Brave – The robot always puts its program first.
Climbing (Major) – The robot can climb walls and ceilings like a spider.
Flight (Major) – In-built rockets allow flight.
Immunity – The robot is immune to virtually all hostile environments.
Indomitable – The robot literally has an iron will.
Obligation – To Zeros and the Zerovian people.
Photographic Memory – The robot's computer brain remembers everything.
Quick Reflexes – Computerised reflexes enable the robot to move with lightning speed.
Robot – Though humanoid, it's clearly a robot.
Scan – The robot can interface with technology and computers.
Technically Adept – The robot is highly skilled with technology.
Tough – Robust construction means the robot is hard to stop.
Zap (Minor) – The robot has a built-in blaster, doing 4/8/12 damage but can also make things explode and burn.

Skills: Athletics 2, Convince 3, Fighting 4, Knowledge 4, Marksman 3, Medicine 3, Science 3, Subterfuge 4, Technology 4, Transport 4

Tech Level: 6

Story Points: 8

Chapter 11: Gamemaster's Section

This chapter offers advice for constructing adventures and campaigns involving the Daleks, and provides example campaigns to help jump-start the Gamemaster's imagination.

Encountering the Daleks

In the worlds of *Doctor Who*, the Daleks are one of the most – perhaps *the* most – terrifying alien races in the universe. They are known and feared by every race that has ever heard of them, the stuff of nightmares, able to reduce even the bravest to despair through the utterance of a single word; "**Exterminate!**".

In a roleplaying game, making this reputation believable without wiping out the entire party every time the Daleks show up is tricky. Either the Daleks prove as deadly and devious as their reputation suggests, and everybody (or almost everybody) dies, or their threat becomes watered down and the Daleks themselves become a bit of a joke.

One way to address this is to keep the Daleks at a distance, and allow the characters to deal with their agents first, before allowing the Daleks to glide onto the scene at the climax. Robomen, Ogrons, Nanogene Puppets, Androids and Duplicates can all give the characters plenty to do before they face the "Boss Monsters" of the adventure, and reduces the opportunities for them to die in a blast of negative light.

When the Daleks do show up, it's important for the Gamemaster to remember that these are not robots. They're living, thinking beings, each one a demented hate-filled genius, each one capable of dealing out instant death any time they feel like it (and they *always* feel like it). Players have a habit of smart-mouthing monsters to demonstrate how cool their characters are, and with the Daleks this can be a costly mistake. The Daleks won't keep a lippy character alive unless they have a good reason for it, and even then, they have notoriously short fuses. Spreading the pain can be a useful tactic at this stage. If one character isn't cooperating, the Daleks will often just kill other people until they do.

At this point it's worth remembering that the Dalek weapon can paralyse as well as kill, and that they can do a lot worse to a character than simply exterminate them. If the players aren't showing the Daleks a sensible amount of respect, feel free to remind them how dangerous the Daleks are by killing off a well-liked NPC, paralysing a character or, if they persist, killing one of the Player Characters. It's not as if they haven't had fifty years' worth of TV stories telling them how deadly the Daleks are, after all!

Killing player characters should, however, be a last resort for the Gamemaster, no matter how satisfying it might be. The Daleks have all sorts of unpleasant ways to deal with people. The manipulator arm can do very unpleasant things to a person, and the Daleks are extremely strong. Being paralysed is a humiliating reward for carelessness, and allows the character to be carted off to a cell for later interrogation, leading to a scene with the character strapped in to a Mind Analysis device, fighting to prevent his thoughts being displayed on a screen while the Daleks bark questions at him or her. Should the character successfully resist the mind probe, the Daleks will resort to the Agony Seat, Brain Excoriation or just start exterminating other prisoners until the character gives up.

Other possibilities include experimentation. The Daleks always have a need for experimental subjects to test new weapons on, or to transform in various horrible ways according to whatever their latest demented scheme might be. If the characters are physically fit and able, the Daleks might simply ship them off to a slave camp to work for them, which then leads to the exciting possibilities of forming escape plans, digging tunnels, capturing or evading guards and – dare we say it – scrambling through ventilation shafts.

In all cases, fighting the Daleks should have a cost. They are utterly evil, a storm that threatens to consume

everything good. Fighting them should never be a lark, though there's nothing wrong in finding moments of humour to help bring the terror into sharp relief. No one should walk away from fighting the Daleks without a scar or two to show for it, mental or physical. A good Gamemaster will make the Daleks something that the player characters (and the players) dread having to face.

Creating Dalek Stories

Part of the secret of the Daleks' success on television is how easy it is to imitate them. Just grate "**Ex-ter-min-ate!**" in a rising, nasal screech, and you're there, right? But the other key to the Daleks tremendous longevity and popularity as TV monsters is their cunning. While it's easy to fall into the trap of portraying them as murderous robots shooting everything in sight, the Daleks are far more terrifying when they *aren't* on a rampage.

The best Dalek stories are the ones in which they have a plan, which the characters must first discover and then foil. Here it's important to remember that the Daleks think big. For creatures with the reputation of having no imagination, there seems to be no limits to the ambitions of the Daleks. In only their second TV appearance, they'd succeeded in conquering the Earth and were planning to steal the planet and pilot it around the universe as a massive battle-station. In their third appearance they'd developed time travel and were going after the Doctor, and in their fourth they were building a grand alliance of alien races to invade the Milky Way galaxy!

When constructing adventures featuring the Daleks, the obvious objective is never the most important one. With the Daleks there's always another goal hidden behind the obvious one. The Daleks dislike wasting resources, after all, and killing two birds with one blast of a gunstick is simply good resource management as far as they're concerned. If the Daleks are invading a planet (instead of just bombing it from space or using a barrage of plague missiles), there must be something there they want. They'll take the opportunity to strip it of resources while they are there, of course, but what else might they be after? Dalek adventures are best constructed as mysteries, rather like an onion, allowing the characters to peel away layer after layer until the whole mad scheme lies revealed.

A great example of this can be seen the TV story *Planet of the Daleks*. At first glance it seems that the Dalek research team has conquered the planet Spiridon and enslaved its people simply to create invisible Daleks. Then it's revealed that the Daleks have hidden an army of thousands of Daleks on the planet, and are planning to make them invisible and unleash them on the galaxy. In *Evil of the Daleks*, the Daleks initial scheme appears to be to discover the "Human Factor" and incorporate it into themselves so that they can finally conquer humanity. Only later is it revealed that they've used the Doctor's research to create the "Dalek Factor", and are going to infect the entirety of human history with it via the Doctor's TARDIS! Another great example can be found in George Mann's excellent War Doctor novel *Engines of War* (a personal favourite and highly recommended, and therefore one I won't spoil here).

Dalek schemes are often of such a colossal scale that they seem mad (and, given the homicidal insanity of the species, they probably are). They are rarely satisfied with simply conquering a planet and subjugating its people. Take the Doctor Who Weekly comic strip story *The Dogs of Doom*. The Daleks are conquering the New Earth system with their Werelok troopers, so it seems that it's just another invasion story. But then we discover that they have a zoo full of the vilest and most savage alien monsters in the universe, and that they're planning on splicing traits from these creatures into the Dalek genome. Then we find out that they're sterilising the planets of the New Earth system one by one. Finally, the true scale of their plan is revealed; they're converting the sterilised planets into massive clone banks, ready to produce millions of genetically augmented Dalek creatures, ready to conquer the galaxy!

While it's tempting for the Gamemaster to throw thousands of Daleks into the mix, this can again lead to a

dilution of the threat they pose. Taking a side-step out of the world of *Doctor Who*, remember the Borg from Star Trek? They were always more terrifying when it was just one ship, alien and implacable, brushing aside the efforts of Star Fleet's finest as they surged towards Earth. In later episodes, the writers threw more and more of the Borg on the screen, and had to make them weaker in order to allow the crew of the *Enterprise* to survive. Their threat was diluted, and the Borg went from being the most terrifying of alien monsters to being just another alien race.

This lesson is an important one to remember when it comes to the Daleks. One of their most effective TV stories is *Dalek*, written by Rob Shearman, in which a single Dalek gets loose in an underground base. The episode showcases just how clever and cunning Daleks are, and how dangerous it is to underestimate them. Another great example can be found in the Big Finish Productions audio story *Jubilee* (which inspired the aforementioned TV episode), also by Rob Shearman, in which the presence of a single Dalek imprisoned in the Tower of London manages to warp an entire society. Again, a fine example is the twelfth Doctor TV story *Into the Dalek*, in which the most dangerous place in the universe is inside a Dalek battle-shell. This story is interesting because the Dalek threat is the environment the characters find themselves in, and the Dalek creature's menace is largely psychological.

The psychological threat of the Daleks is not one that should be ignored. As Nietzsche said, "he who fights with monsters should be careful lest he thereby become a monster", and the Daleks are the worst monsters of them all. During the Time War, the Time Lords allowed the conflict with the Daleks to strip them of their compassion and morality, causing them to descend to a level where the rest of the universe considered them no better than their foes. An interesting angle to explore in adventures involving the Daleks is one in which the characters have hard choices to make, ones which make them question their morality. How far are they willing to go to achieve victory? Do they accept collateral damage and the death of innocents? These questions are best asked in Doctorless campaigns (or ones involving the slightly more morally tarnished War Doctor) but can still be interesting in adventures involving other Doctors.

Keeping the Daleks Fresh

As mentioned above, Dalek schemes are always multi-layered things, with some vaulting ambition at their heart. Despite this, it's easy for the Daleks to become one-note monsters, easy to predict and defeat. As former Doctor Who showrunner Steven Moffat once stated, "The Daleks are the most consistently defeatable monsters in the show's history".

To keep the Daleks fresh and interesting, it's a good idea to look back at their most popular and powerful appearances, and realize that often, the Daleks are at their most intriguing when they aren't acting like Daleks!

In *The Daleks' Master Plan*, the Daleks are seen taking the unprecedented step of apparently forming alliances with other species. Of course, they plan to betray them all, but this is the hook that draws the viewer into the story. In *Power of the Daleks*, it's the sight of a single, unarmed Dalek chanting "I AM YOUR SERVANT", when we all know it wants to murder everyone in the room (revisited in *Victory of the Daleks*, with the "Ironside" asking "WOULD YOU LIKE A CUP OF TEA?"). In *Death to the Daleks*, we're treated to a group of Daleks without the power to kill, and in *Dalek*, it's a lone, damaged Dalek, apparently helpless, chain up in a vault buried beneath the Utah desert. Moving away from TV, in the audio adventure *The Time of the Daleks*, we get Shakespeare-quoting Daleks helping humans with their time experiments. In the novel *The Dalek Generation* (by Dalek voice-master extraordinaire Nicholas Briggs) we have the Daleks as benefactors, creating the human-populated paradise planets of the Sunlight Worlds. In all these stories, the Daleks are still the same hideous, psychotic little monsters we've come to love, but it's because they're behaving in a manner distinctly un-Dalek that we know they must be up to something awful (and they are!).

Clever Gamemasters can use the players familiarity with the Daleks to keep their threat fresh. By wrongfooting the players, the stories avoid the falling into the trap of "The Daleks are invading Planet X, the heroes must stop them", which is fun once in a while, but will get old quickly if that's all they ever do.

Sometimes, it's fun to mess with the player's perceptions of the Daleks. In the Doctor Who Magazine comic strip adventure *Children of the Revolution*, the Doctor comes across a secret city of Daleks concealed on the planet Kyrol after they board a human submarine, but is then wrong-footed when they recognize hm and greet him as "The Saviour". These Daleks are descended from the humanised Daleks he created during the TV story *Evil of the Daleks* and are hiding from a humanity that hates and fears them. In this story, the Daleks are genuinely good, and the threat actually comes from the humans and from another power that has been manipulating these Daleks for its own purpose. In a game setting, having the characters face Daleks that are truly innocent of crimes against sapient life would be a good way to examine their prejudices. Can they really believe in "good Daleks", or do they believe that "a Dalek can't change its bumps", and that they're being played for fools?

Sometimes, the Daleks are most effective when they're kept off-screen entirely. The threat of an approaching Dalek armada, for example, makes a great "ticking clock" for an adventure when the characters are stranded on a planet, trying to convince an ignorant population that they need to evacuate. They can be used as a form of "natural phenomenon", an unstoppable force that can't be diverted and can only be avoided, escaped or mitigated at best. In the TV story *The Stolen Earth*, one of the most powerful scenes occurs when the Doctor's allies hear the word "EXTERMINATE!" broadcast repeatedly, and they know their world is doomed. It's terrifying, and yet the Daleks haven't even arrived on-planet yet.

When the Daleks do arrive in force, they're a hurricane of death and terror. Having the characters simply trying to survive a full-scale Dalek invasion force can be a nice reminder of just how deadly the Daleks can be, as they swoop out of the sky in saucers and on hoverbouts, eye-stalks burning with cold light, gunsticks blazing, the air full of their excited chanting and the screams of the dying. When running the above scenario, it's always good to illustrate the futility of fighting back against the Daleks, as they'll target those who look like they're going to resist. Having a nearby soldier fire off a rocket launcher, and then get blasted by five or six Daleks in unison makes an impressive point, reminding the players that the *Doctor Who Roleplaying Game* is not all about combat. Guns are still bad, even when the Daleks are around!

Dalek Campaigns

With the above in mind and the information in this book, you may want to consider making the Daleks the centre of a campaign. This works best for Doctorless games (unless it's the War Doctor), as the Doctor's free-ranging adventures work best when there's a different menace every time. Doctorless adventures against the Daleks are just that little bit scarier, because there's always the possibility that the Daleks will win…

Dalek Killers

In a Dalek Killers campaign, it's the 26th Century, and the Second Dalek War is underway. The player characters are criminals found guilty of capital crimes and have been given the choice of death by vaporization or exile as Dalek Killers. The characters are loaded up with weaponry (deactivated until they arrive in enemy territory) and sent through an experimental teleport gate to a world occupied by the Daleks, where they have a life-expectancy of two hours.

Inspiration for this campaign can be taken from war movies like *The Dirty Dozen, Where Eagles Dare* and *Inglourious Basterds*, in which a "team" of rogues and assorted undesirables are sent behind enemy lines to wreak havoc among the enemy. Variation on this theme could be retrieval or rescue missions (think *Escape*

from New York, with Daleks).

Enterprising Gamemasters might even want to play out what got the characters imprisoned in the first place. Are they political prisoners? (the government seen in *The Frontier in Space* seems remarkably intolerant of dissent) Where they framed? If they are military, did they disobey an order to fire upon civilians? Are they, in the vein of TV's *The A-Team*, a military squad who stumbled across high-level treachery and are being put out of the way? If they actually are guilty of the crimes they've been accused of, what did they do? Are they thieves, swindlers, spies, mercenaries or murderers? Are they even human? Does the Draconian Empire have a Dalek Killer program of their own, or do they send their criminals to Earth to remove them from the Emperor's gaze? Inspiration for such scenarios can be taken from any number of heist movies or conspiracy thrillers, including the Doctor Who TV episode *Time Heist*.

Once the group is assembled and sent through the teleport gate, the fun really starts. They arrive on a world behind enemy lines, but which world? Is it already occupied by the Daleks, or are they on their way? What is it they want here? Is the world populated, empty, or perhaps it's a dead world, with only the ruins of a mysterious and now extinct race to break up the landscape? The characters need to figure out where they are, and what they can do to stop the Daleks (and hopefully get off-planet, otherwise it's likely to be a short campaign). What happens next? Do the characters get a ship and become roving bounty hunters, like Abslom Daak's *Star Tigers*, or the crew of the *Wayfarer* in Trevor Baxendale's novel *Prisoner of the Daleks*? Or do they try and run from the conflict, only to find out that there's nowhere you can hide from the Daleks. Another great source of inspiration for a campaign like this is the classic BBC TV series *Blake's 7*, which features a band of rogues struggling against a repressive space empire…

All Dalek Killers have the Outcast and Adversary Traits, reflecting their exile from the Earth Empire and their status as enemies of the Dalek Empire.

All Quiet on the Dalek Front

This kind of campaign draws its inspiration from classic war movies like *Saving Private Ryan*, *Zulu, Fury, Pearl Harbour, Sergeant York, The Longest Day,* and *Gallipoli*, as well as sci-fi movies like Paul Verhoeven's *Starship Troopers.* In this the player characters are troops in the ground in the middle of one of the many Dalek Wars, fighting to stay alive in the midst of vast engagements between the Dalek fleets. Dropped on planets they don't even know the name of, fighting from street to street or struggling to hold outposts from the enemy, this is a more combat-oriented campaign than the Doctor Who Roleplaying Game was originally intended for, but with the additional rules from *Defending the Earth: The UNIT Sourcebook*, even mass battles can be played out quite easily.

In this campaign, while huge battles are a part of it, the real focus is on the characters and their struggles to retain their humanity in the face of a monstrous enemy and the generals who treat soldiers like pawns on a chess-board. The rivalries, comradeship, victories and losses can all make a campaign of this sort far more than just an overgrown war game, and it's important for the Gamemaster to focus on the emotional heart of the story. There's even scope for light-hearted adventures when the characters are cycled back to base for R&R (think *Sgt Bilko*, or *Kelly's Heroes*).

Scenarios can range from retrieval or rescue missions, surgical strikes, outpost defence, scouting and reconnaissance, to full-scale assaults or trench-fighting. The twelfth Doctor was rather scathing about soldiers, but he has it easy, swanning around the universe in a cosy TARDIS. Would he be quite so dismissive if he was down in the dirt with the rest of the cannon-fodder? Battlefields are terrible, bloody places, but they're also the forge of heroes, and this campaign gives the player characters lots of opportunity for action, selflessness, and heroic sacrifice. Expect a high body-count, and be prepared with spare characters for the players to adopt when someone falls to the Daleks.

Tinker, Tailor, Soldier, Dalek

This campaign is set in the *Cold War in Space* period, between the Third Dalek War and the Great Occupation. The player characters are covert agents of either the ADF or the SSS, working to uncover and expose (or turn) Dalek spies, and uncover Dalek plots against humanity. This campaign draws its inspiration from the spy and conspiracy thriller movies and novels of the Sixties and Seventies; *The Spy Who Came in from the Cold, Billion Dollar Brain, The Ipcress File, The Parallax View, All the President's Men, Spy Games, Enemy of the State,* and the *George Smiley* novels of John le Carré. Gamemasters who prefer something a little more spectacular can look to the James Bond movies (not the novels) for their inspiration.

In this campaign, paranoia is the name of the game. The characters are surrounded by people with secrets, some of whom are working against them for their own reasons, some of whom are working for the Daleks. Add in the possibilities of Dalek duplicates, androids and mental conditioning, and things could get very interesting indeed. Who can the characters trust? Are their bosses telling them everything, or are they merely pawns in a bigger game they can't yet see?

In a campaign of this sort, the Daleks themselves will very rarely appear. Instead, the characters will be dealing with their agents, either people wo are directly under Dalek control or those who are being paid (or forced) to work for them. Betrayal and unpleasant surprises are a fact of life for agents working to stop the Daleks from gaining a tactical advantage against humanity, especially if the campaign is set in the 40th century and they attract the attention of a certain Guardian of the Solar system…

See pages 178 and 183 for details on ADF and SSS agents.

The Time War

The advantage of a campaign set during the Time War is that it allows the Gamemaster to pull in elements of all the previously discussed campaign types, often all at the same time!

In this campaign, the Daleks have eliminated the other temporal powers, and only Gallifrey remains. Rassilon and the Master have been brought back from the dead, the Doctor has foresworn his name, and time itself is beginning to buckle. The characters can't stop it, but can they even survive it?

Gamemaster's thinking of running a Time War campaign will need to have thoroughly read *The Time Traveller's* Companion sourcebook. Inspiration can be drawn from George Mann's superb War Doctor novel *Engines of War,* as well as the various Time War audio stories from Big Finish Productions (The War Doctor series; *Only the Monstrous, Infernal Devices, Agents of Chaos* and *Casualties of War*; *The Gallifrey: Time War* series; The War Master series and The Eighth Doctor Time War stories). The war is a huge canvas, upon which the enterprising Gamemaster can paint pretty much anything he likes.

The trick with a campaign like this is that, although this is effectively a "war in heaven", there are still people at the heart of it. As with the All Quiet on the Dalek Front campaign, it's important to keep a close eye on the emotional heart of the story, ensuring that it doesn't simply became a shoot 'em up video game instead of a roleplaying experience. Themes of loss, grief, heroic sacrifice, and moral questions are all valid in a Time War campaign. Further, the stakes are that much higher. In the Time War, there are weapons which can unwrite a character's entire timeline, ensuring that they never were, or split them into different lives, or trap them in ever-shortening cycles of time. The Daleks and Time Lords have weapons that will do that to entire species, entire worlds even. Even in the face of Dalek aggression, is that kind of force really justified? Just what will the Time Lords do to survive a war like this?

Characters in a Time War campaign could be Time Lords, survivors of one of the other temporal powers, or perhaps they're just a human who got swept up in the war and is now fighting to survive. See page 194 for details on Gallifreyan Time Troopers.

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